

Scene	Duration	Panel	Duration
64	03:00	2	01:00



Dialog

Y5: i think that's all the bumbos.

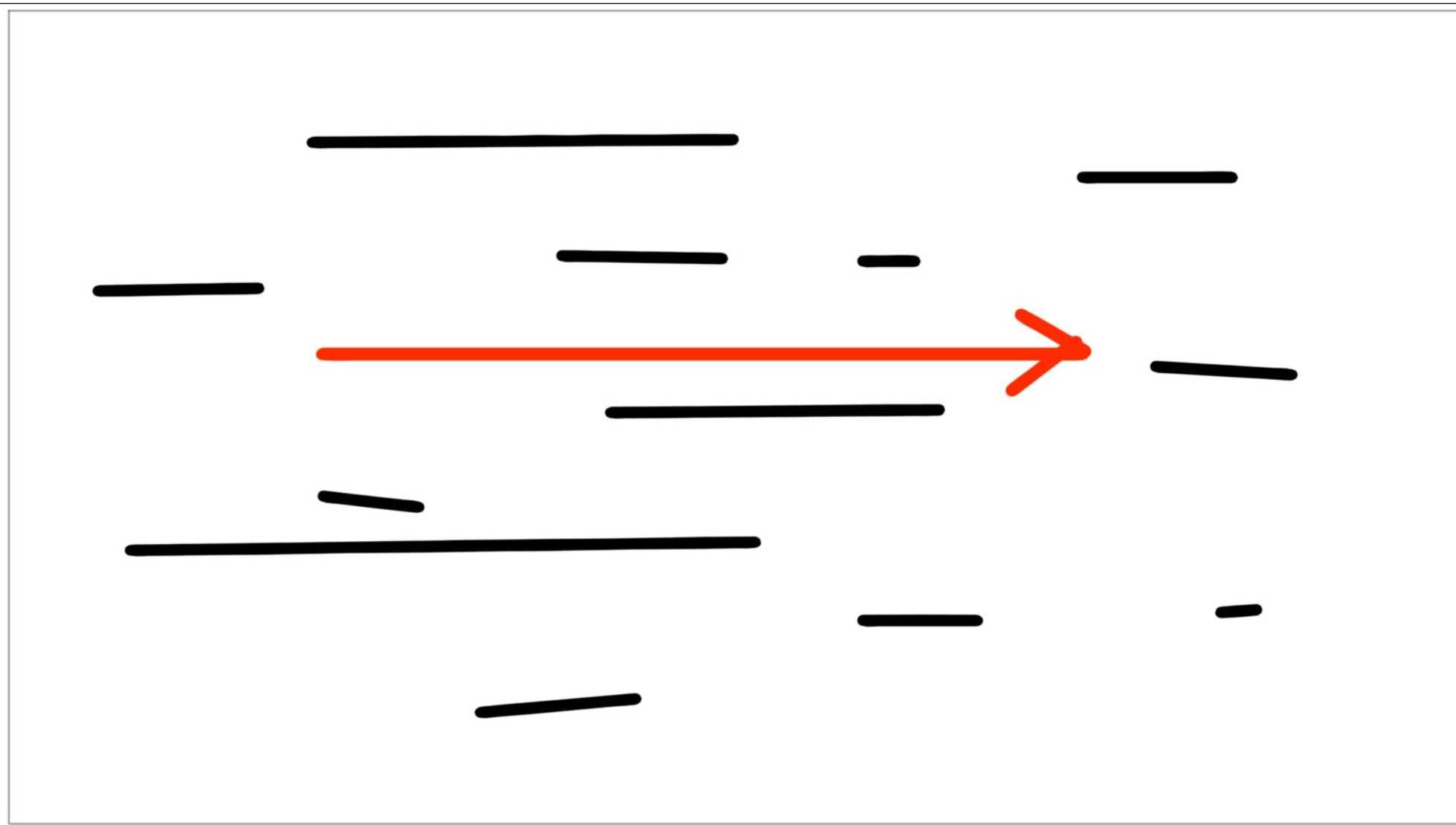
Scene	Duration	Panel	Duration
64	03:00	3	01:00



Dialog  
(offscreen yelling) sheriff!

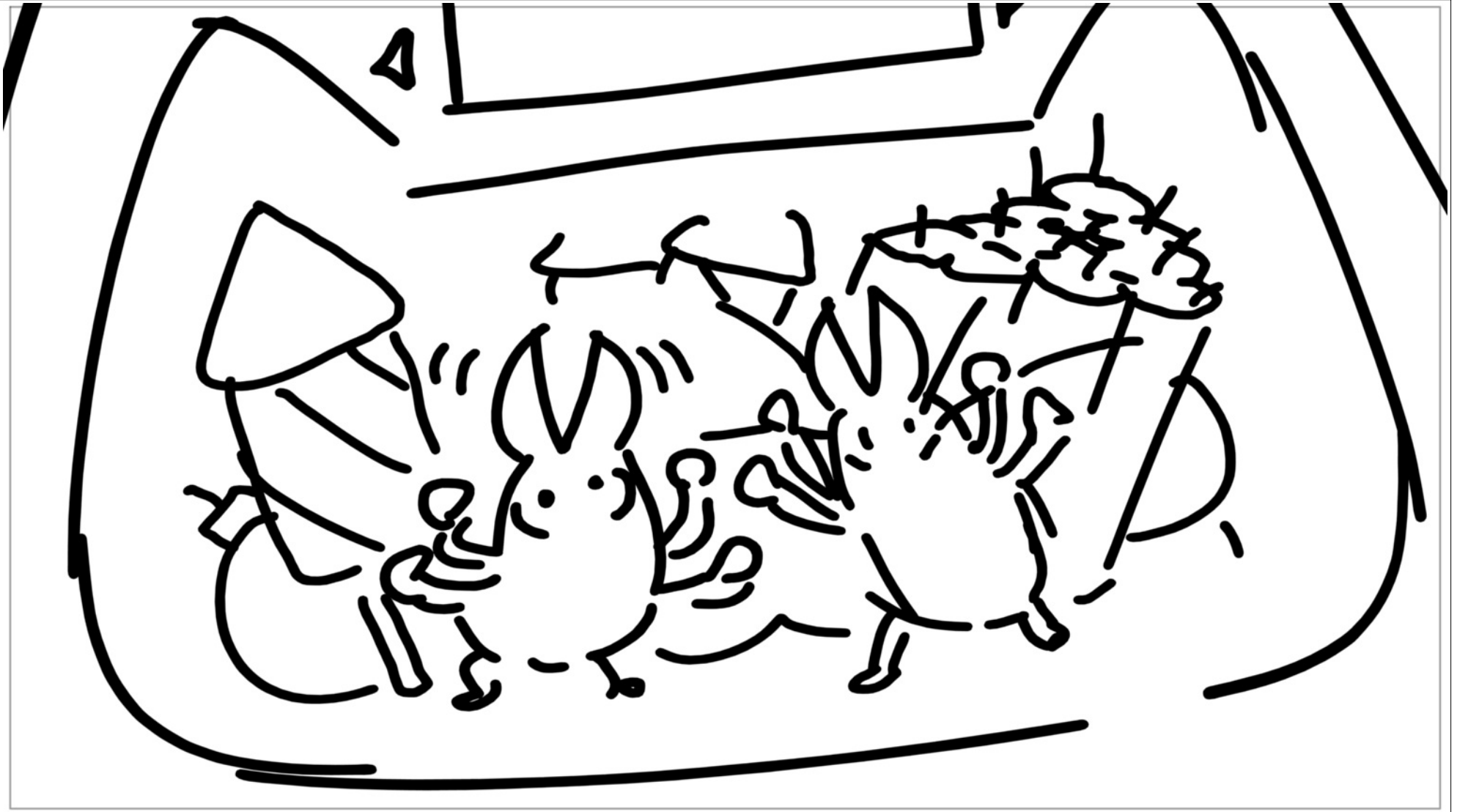


Scene	Duration	Panel	Duration
65	01:00	1	01:00



Action Notes  
whip pan right

Scene	Duration	Panel	Duration
66	03:00	1	01:00



Dialog

loot sisters: help!!! we messed up!! [...] !

Scene	Duration	Panel	Duration
66	03:00	2	01:00



### Dialog

loot sisters: help!!! we messed up!! [...] !

Scene	Duration	Panel	Duration
66	03:00	3	01:00



### Dialog

loot sisters: help!!! we messed up!! [...] !

Scene	Duration	Panel	Duration
67	04:00	1	01:00



Dialog  
BMO: you can swim, right?

Scene	Duration	Panel	Duration
67	04:00	2	01:00



Dialog  
BMO: you can swim, right?

Scene	Duration	Panel	Duration
67	04:00	3	01:00



Dialog

Y5: (uneasy) yyyyyaaahhh....

Scene	Duration	Panel	Duration
67	04:00	4	01:00



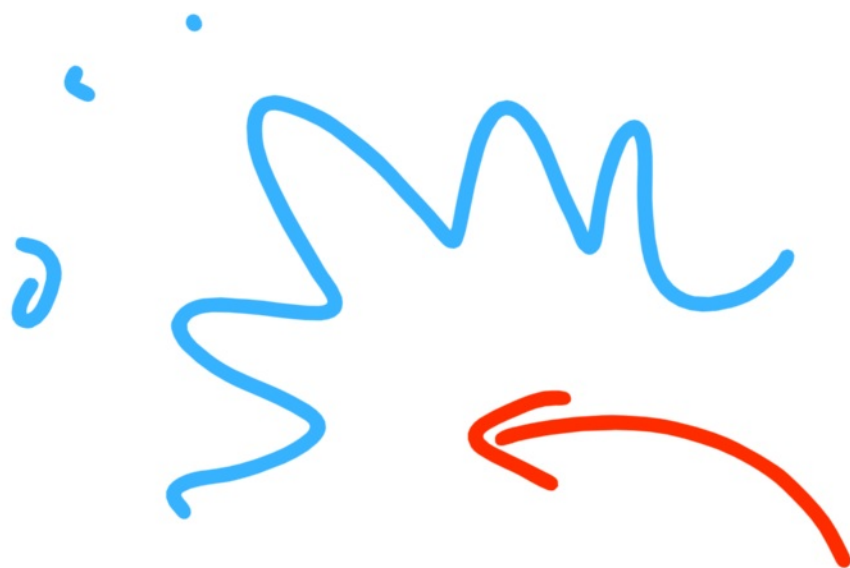
Dialog  
BMO: HYAH!! GIDDY UP [...] !



Scene	Duration	Panel	Duration
68	03:00	1	01:00



Scene	Duration	Panel	Duration
68	03:00	2	01:00



Scene	Duration	Panel	Duration
68	03:00	3	01:00

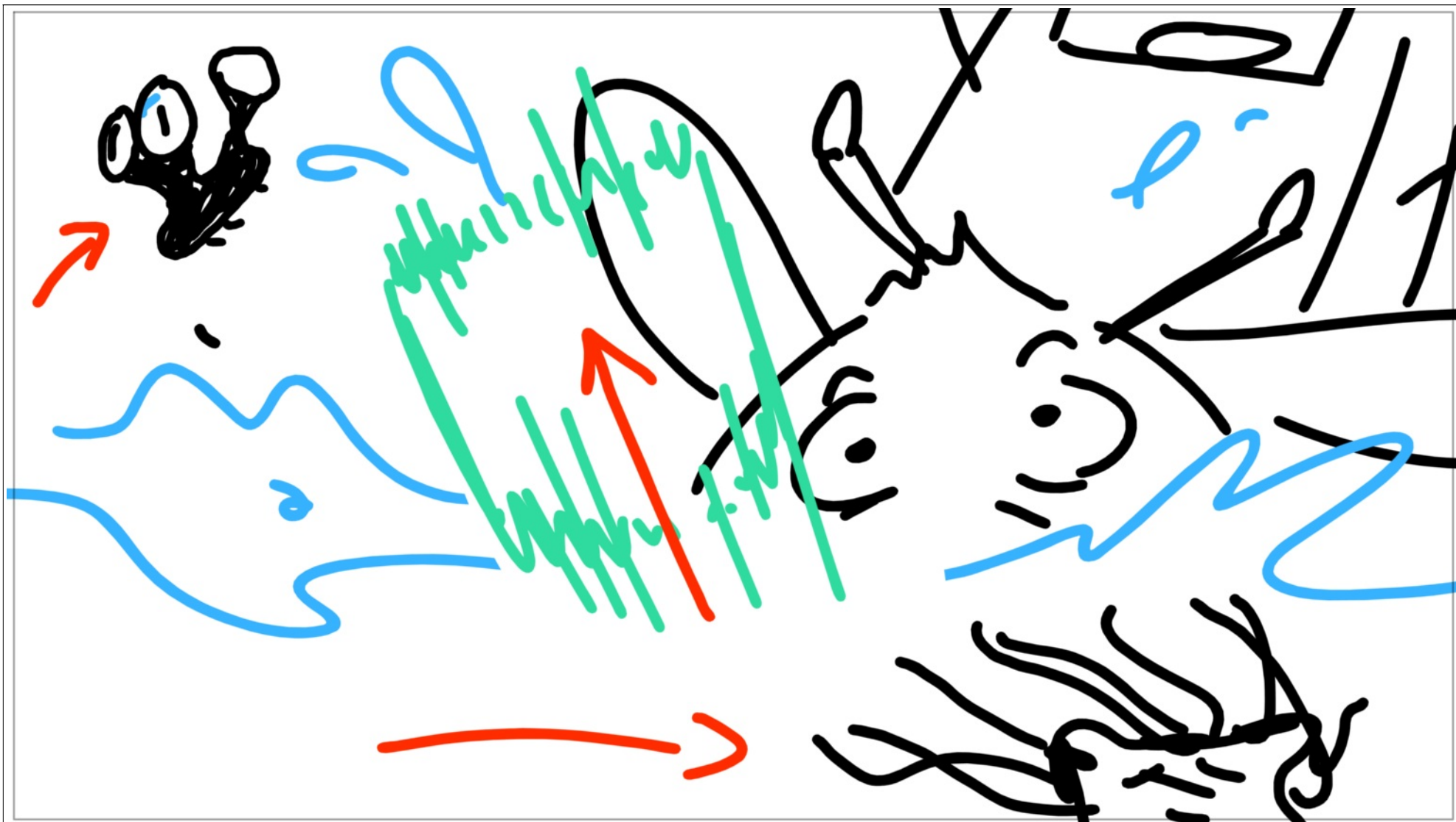


Scene	Duration	Panel	Duration
69	04:00	1	01:00



Dialog  
Y5: (pant... pant...)

Scene	Duration	Panel	Duration
69	04:00	2	01:00



Dialog

SFX: \*cellphone ringtone\*

Scene	Duration	Panel	Duration
69	04:00	3	01:00



Dialog  
Y5: h-hello ?!



Scene	Duration	Panel	Duration
69	04:00	4	01:00



Dialog  
(from hologram) Mom: where are you??

Scene	Duration	Panel	Duration
70	01:00	1	01:00



Dialog

Mom: mr. M is on his way to pick up that robot for dismemberment.



Scene	Duration	Panel	Duration
71	05:00	1	01:00



Dialog

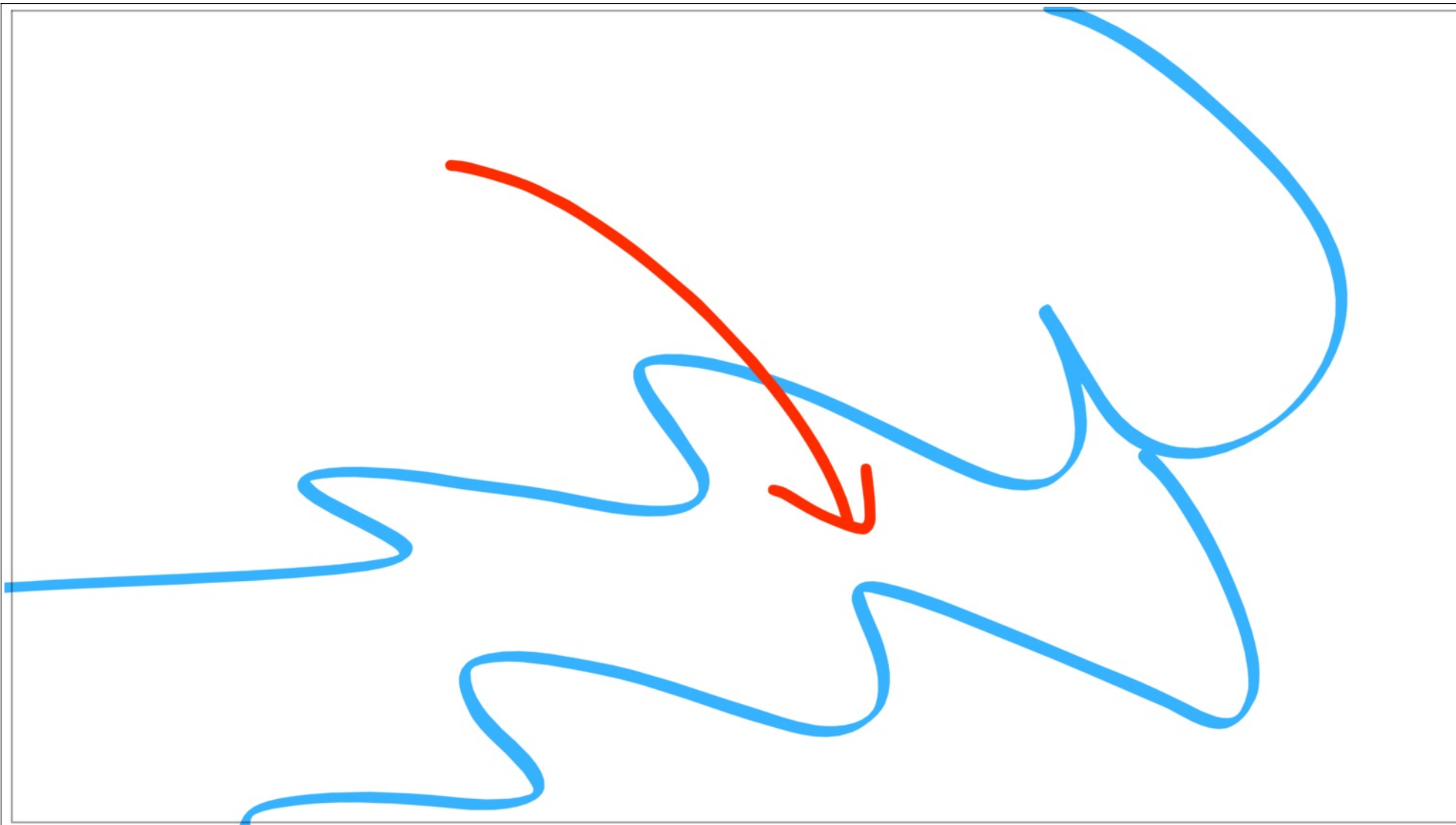
Y5: uhhhh I was just about to call you, I'm on my way back now--

Scene	Duration	Panel	Duration
71	05:00	2	01:00



Dialog  
Y5: HUAAAAAAH

Scene	Duration	Panel	Duration
71	05:00	3	01:00



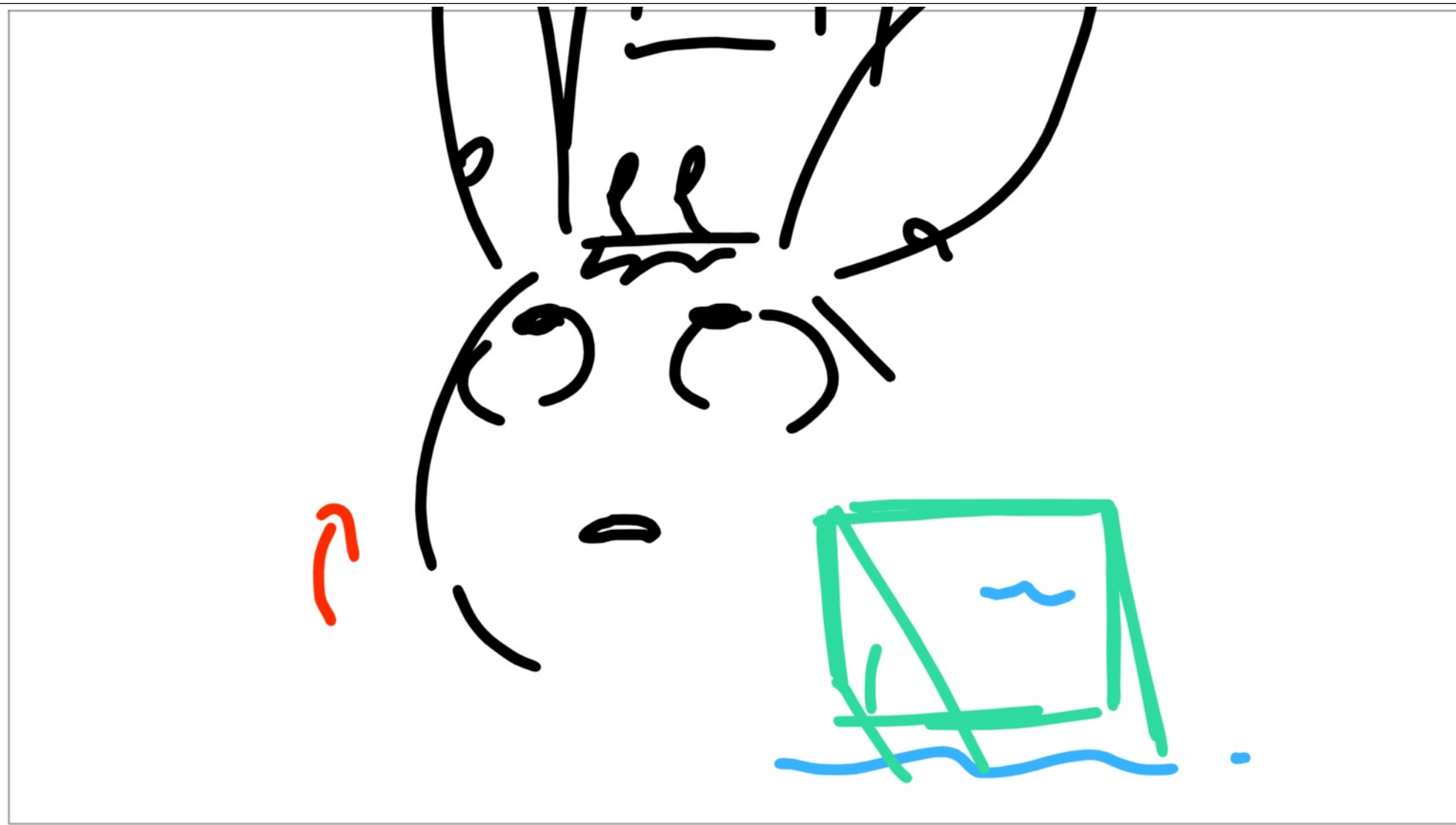
Dialog  
woosh

Scene	Duration	Panel	Duration
71	05:00	4	01:00



Dialog  
Mom: what's going on??

Scene	Duration	Panel	Duration
71	05:00	5	01:00

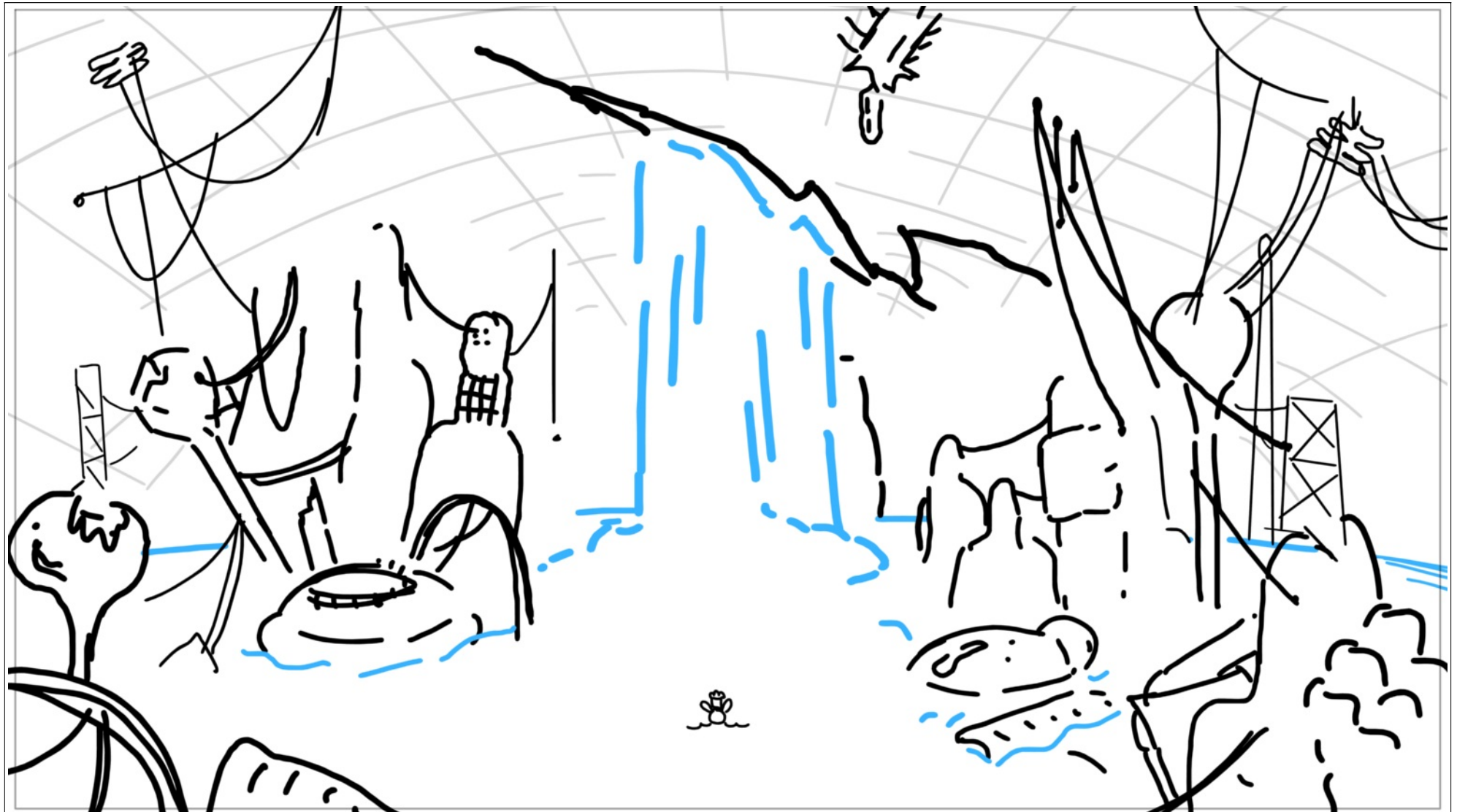


Dialog

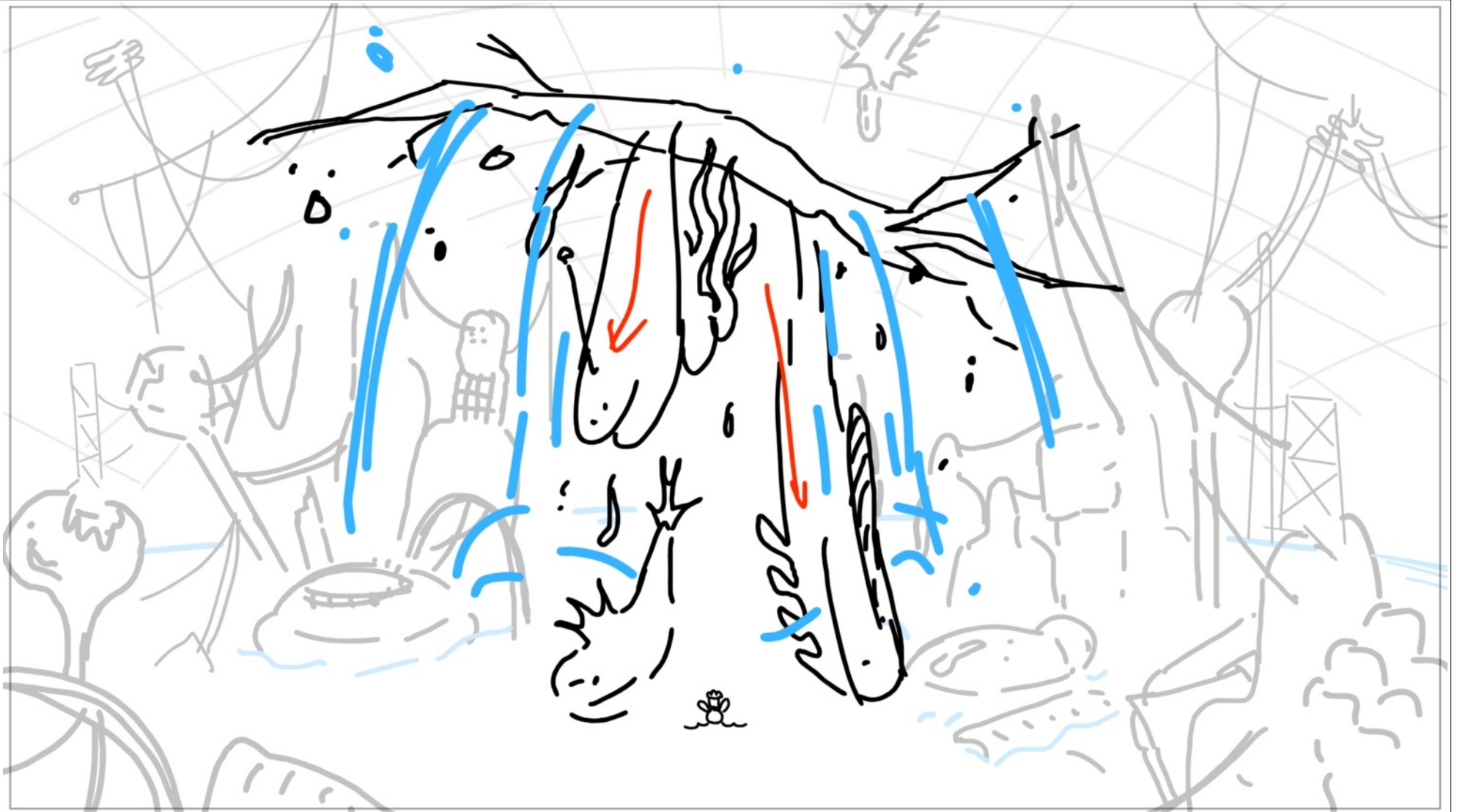
Mom: what's going on??



Scene	Duration	Panel	Duration
72	02:00	1	01:00



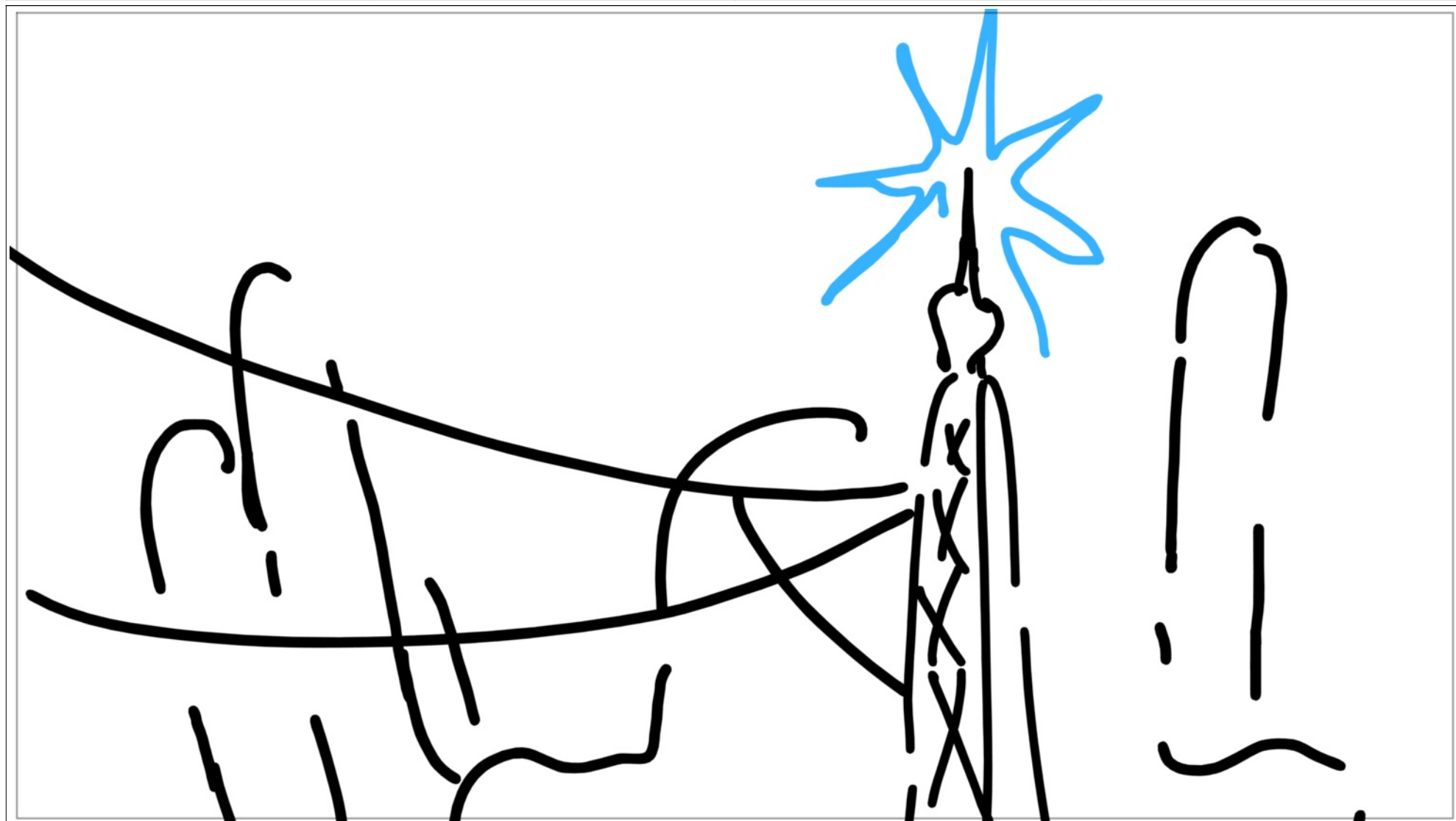
Scene	Duration	Panel	Duration
72	02:00	2	01:00



Action Notes

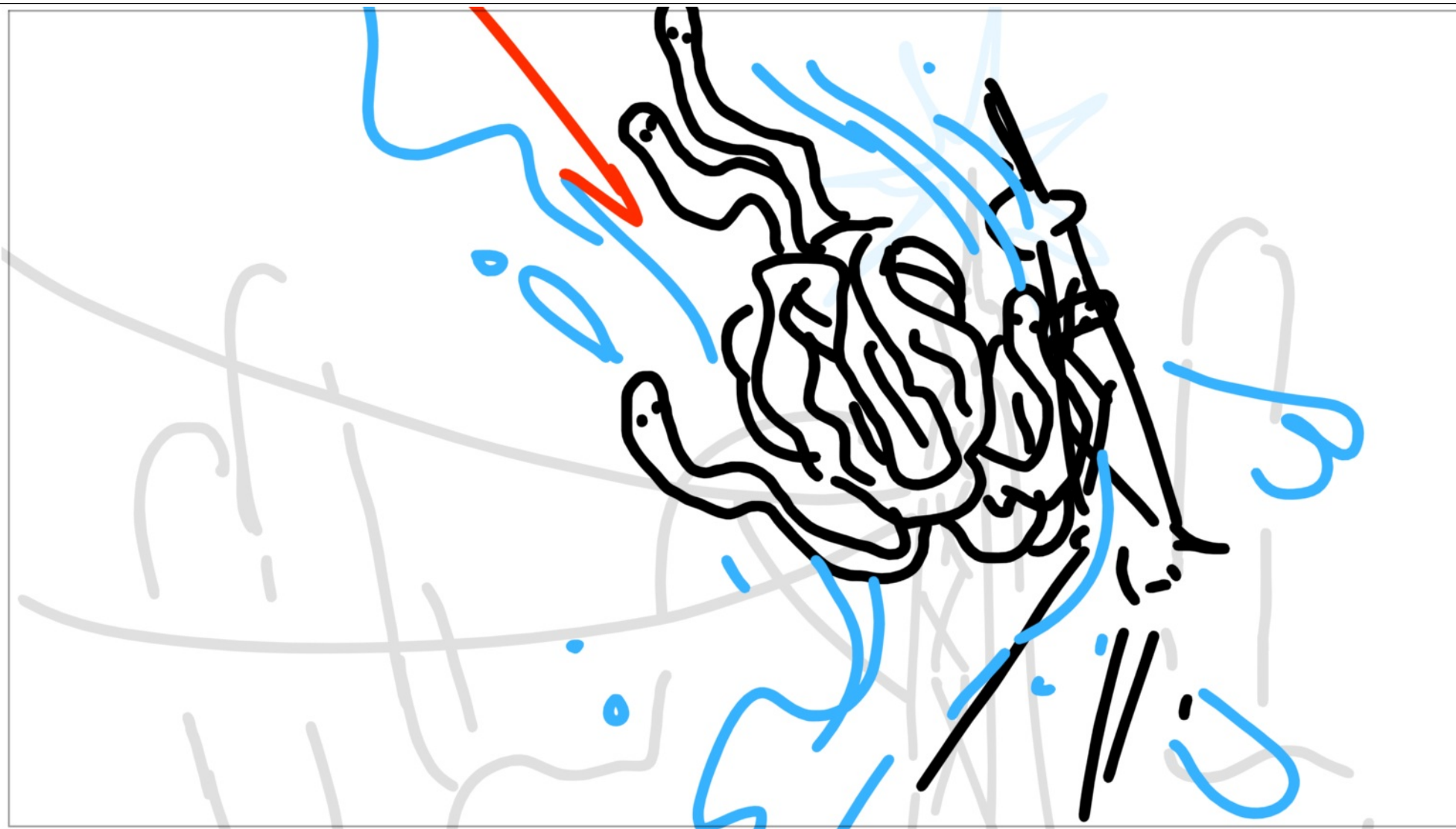
crack in the dome opens up and huge sea creatures start pouring out

Scene	Duration	Panel	Duration
73	02:00	1	01:00





Scene	Duration	Panel	Duration
73	02:00	2	01:00



Action Notes

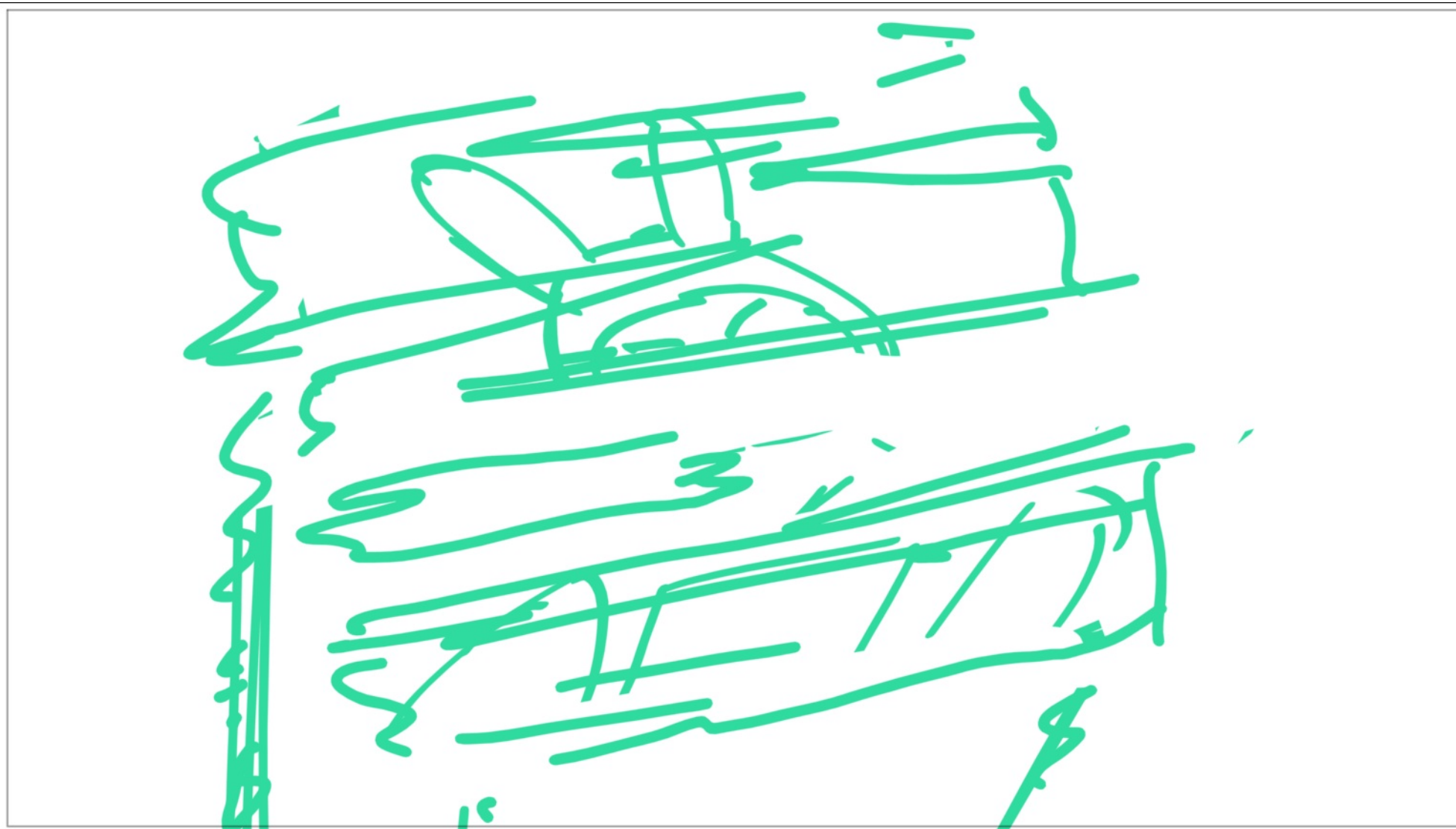
cell phone tower gets hit with worm king

Scene	Duration	Panel	Duration
74	03:00	1	01:00



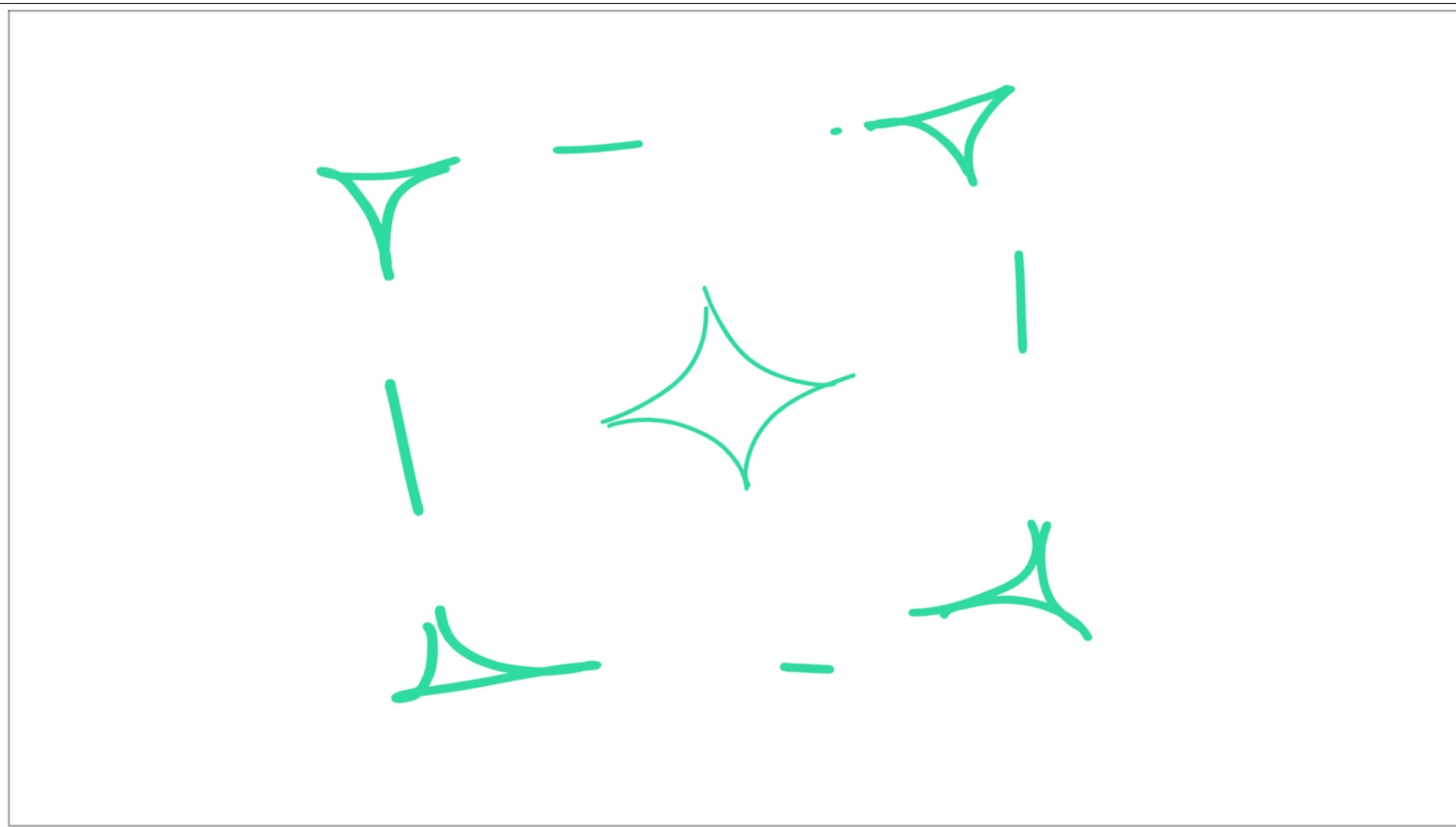
Dialog  
Mom: Y5, answer me!

Scene	Duration	Panel	Duration
74	03:00	2	01:00



Dialog  
SFX: (connection fizzles out)

Scene	Duration	Panel	Duration
74	03:00	3	01:00

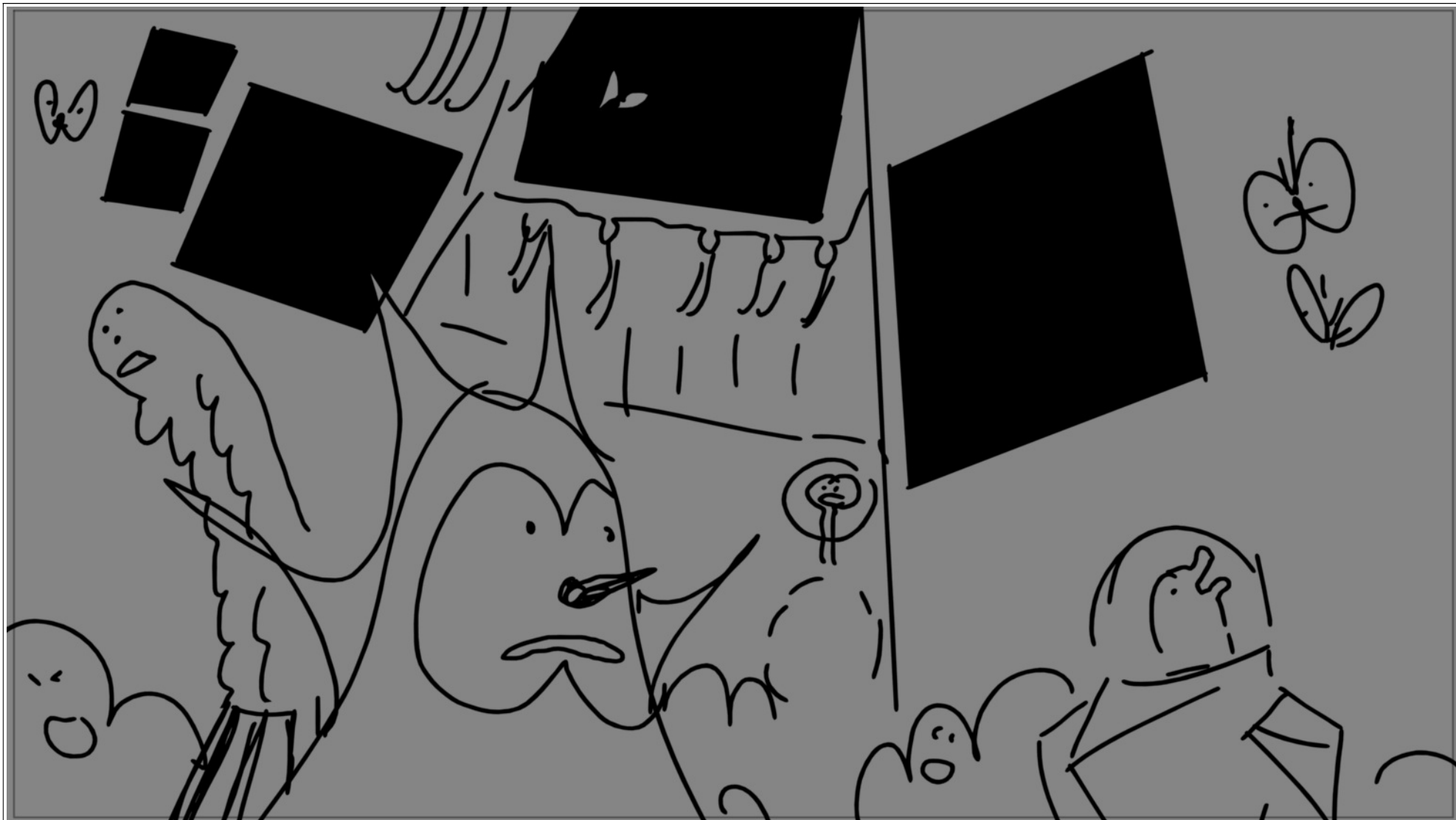


Action Notes  
hologram disconnects

Scene	Duration	Panel	Duration
	75	1	01:00

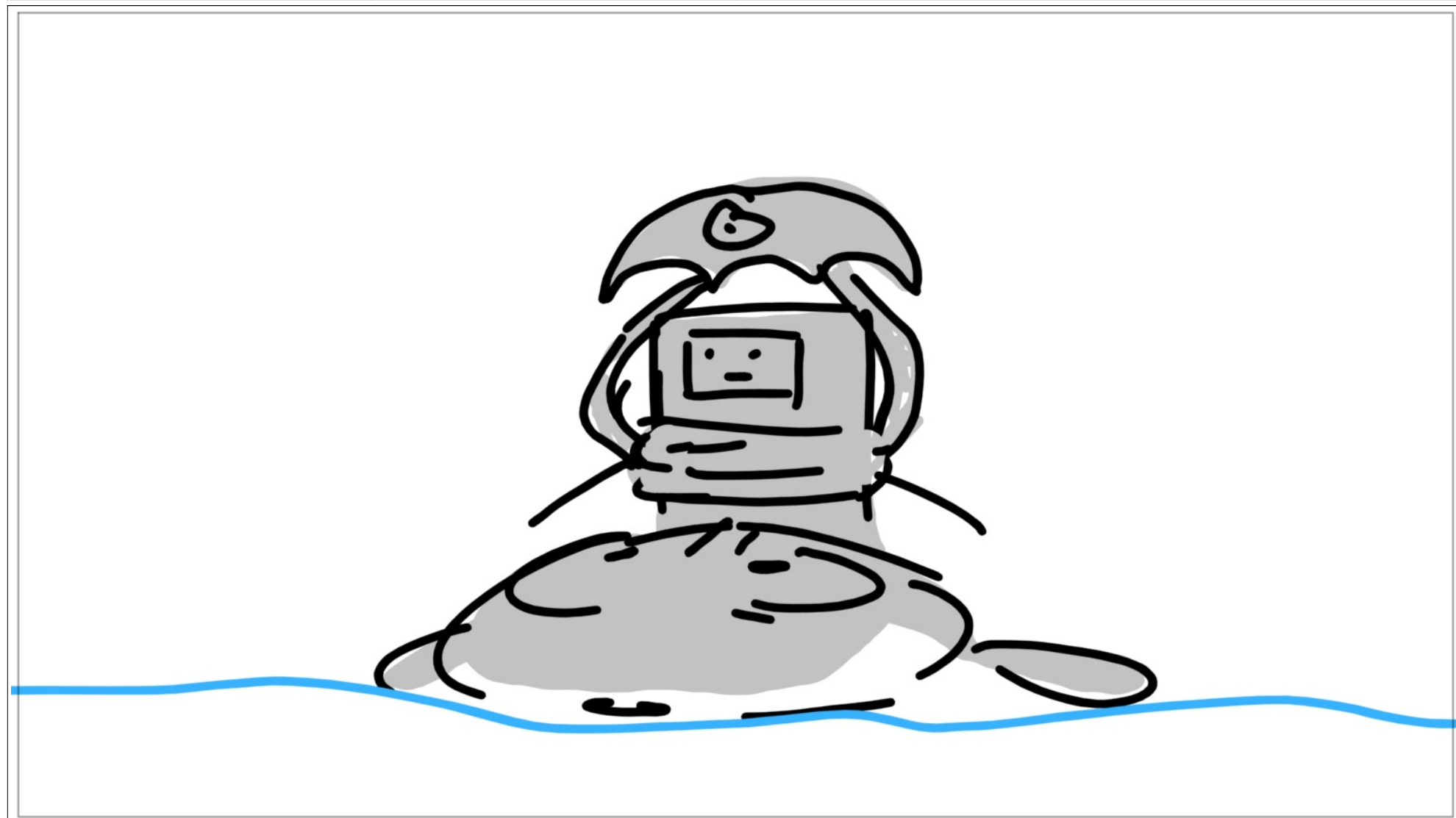


Scene	Duration	Panel	Duration
	75	02:00	2
			01:00





Scene	Duration	Panel	Duration
76	02:00	1	01:00



Scene	Duration	Panel	Duration
76	02:00	2	01:00

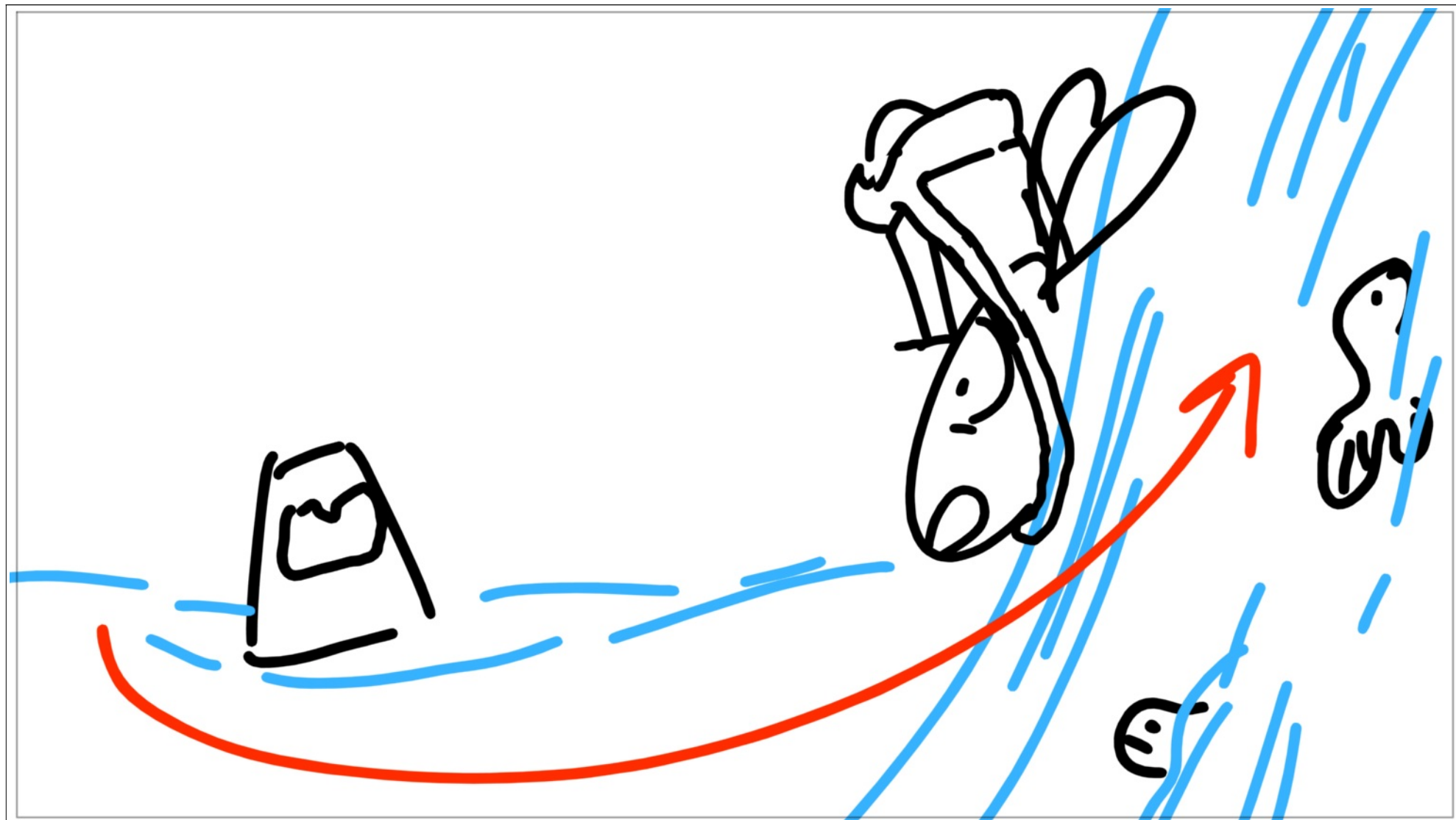


#### Action Notes

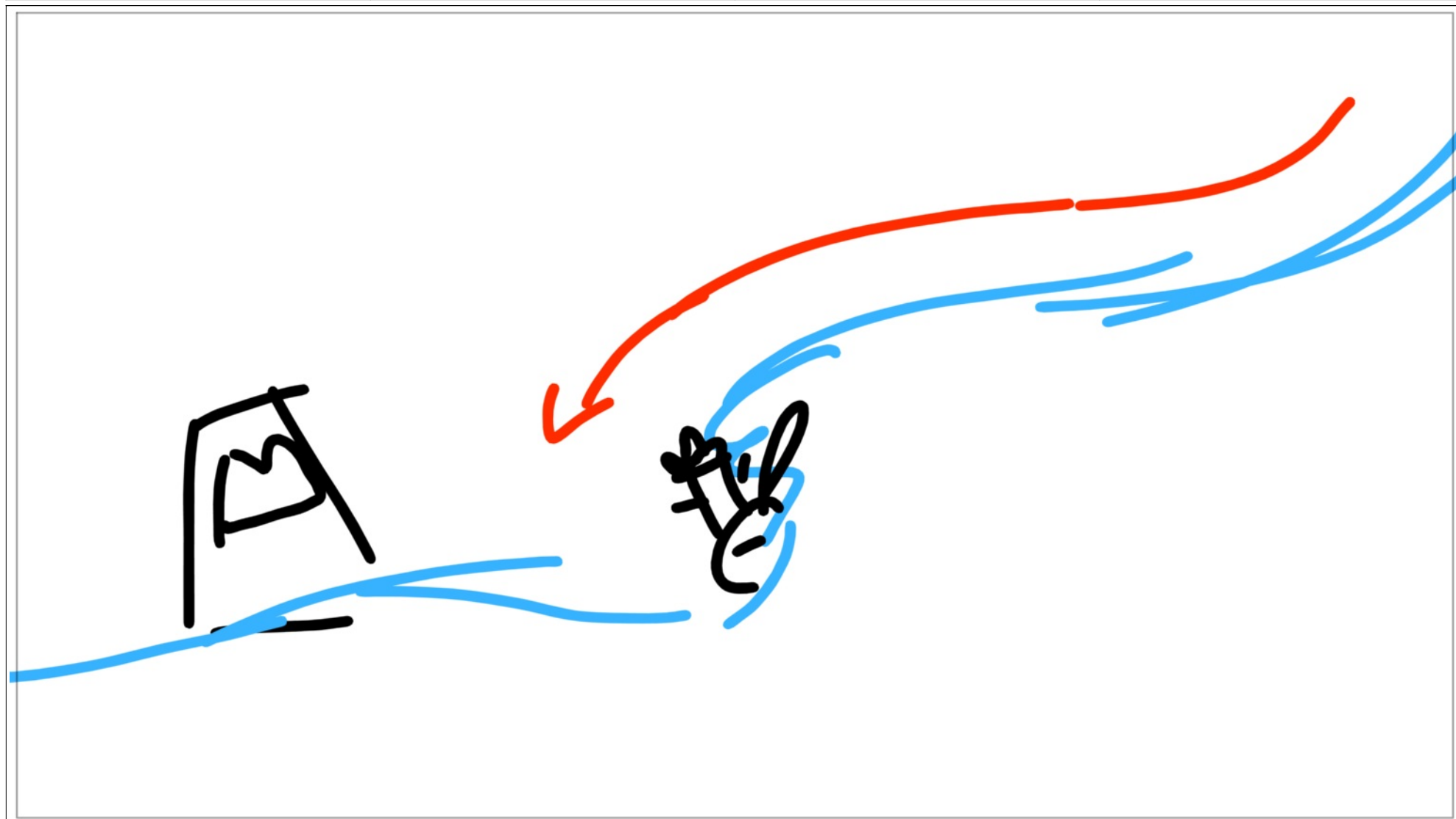
deluge of sea creatures and water washes past the screen



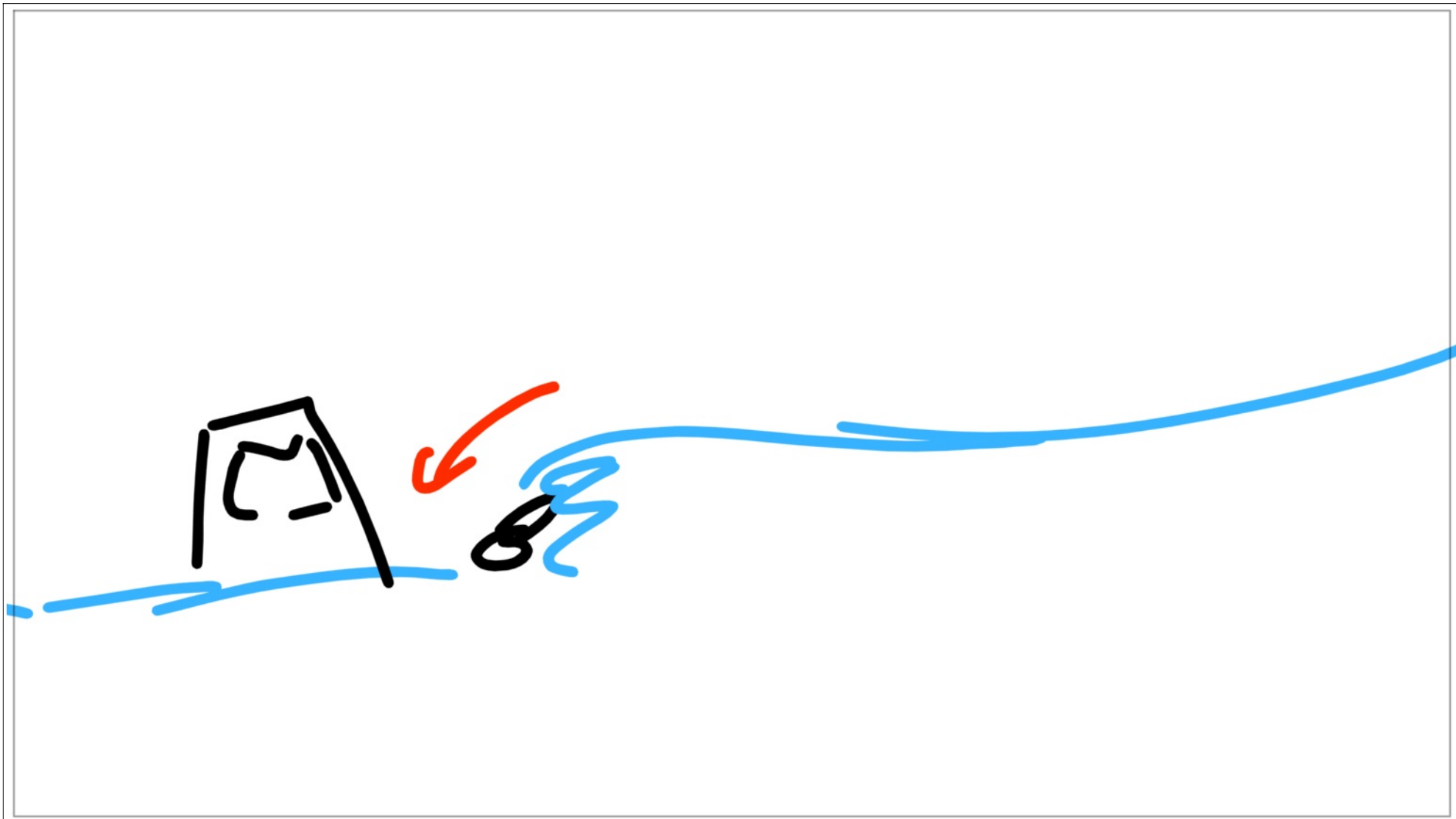
Scene	Duration	Panel	Duration
77	03:00	1	01:00



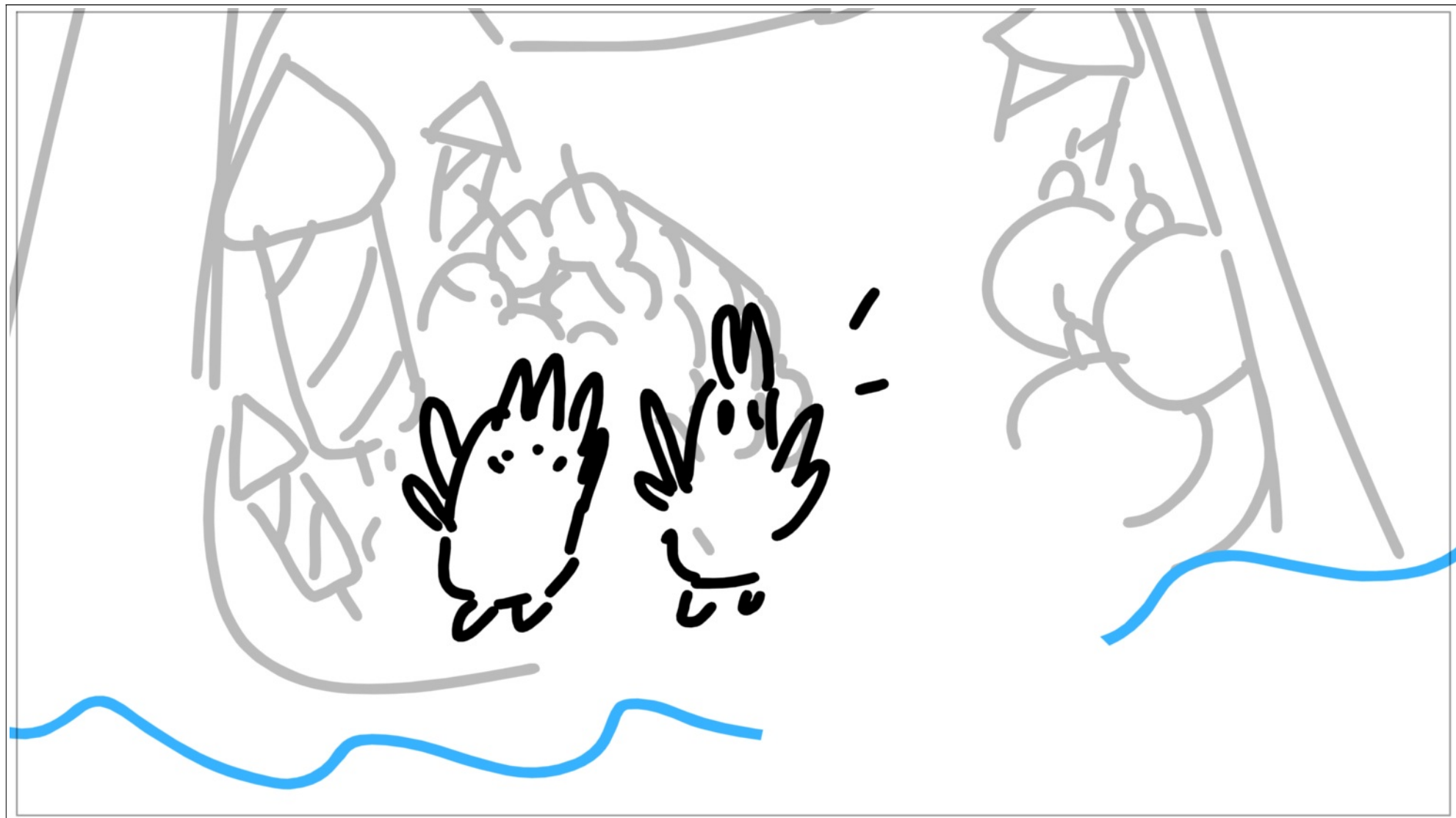
Scene	Duration	Panel	Duration
77	03:00	2	01:00



Scene	Duration	Panel	Duration
77	03:00	3	01:00



Scene	Duration	Panel	Duration
78	10:00	1	01:00



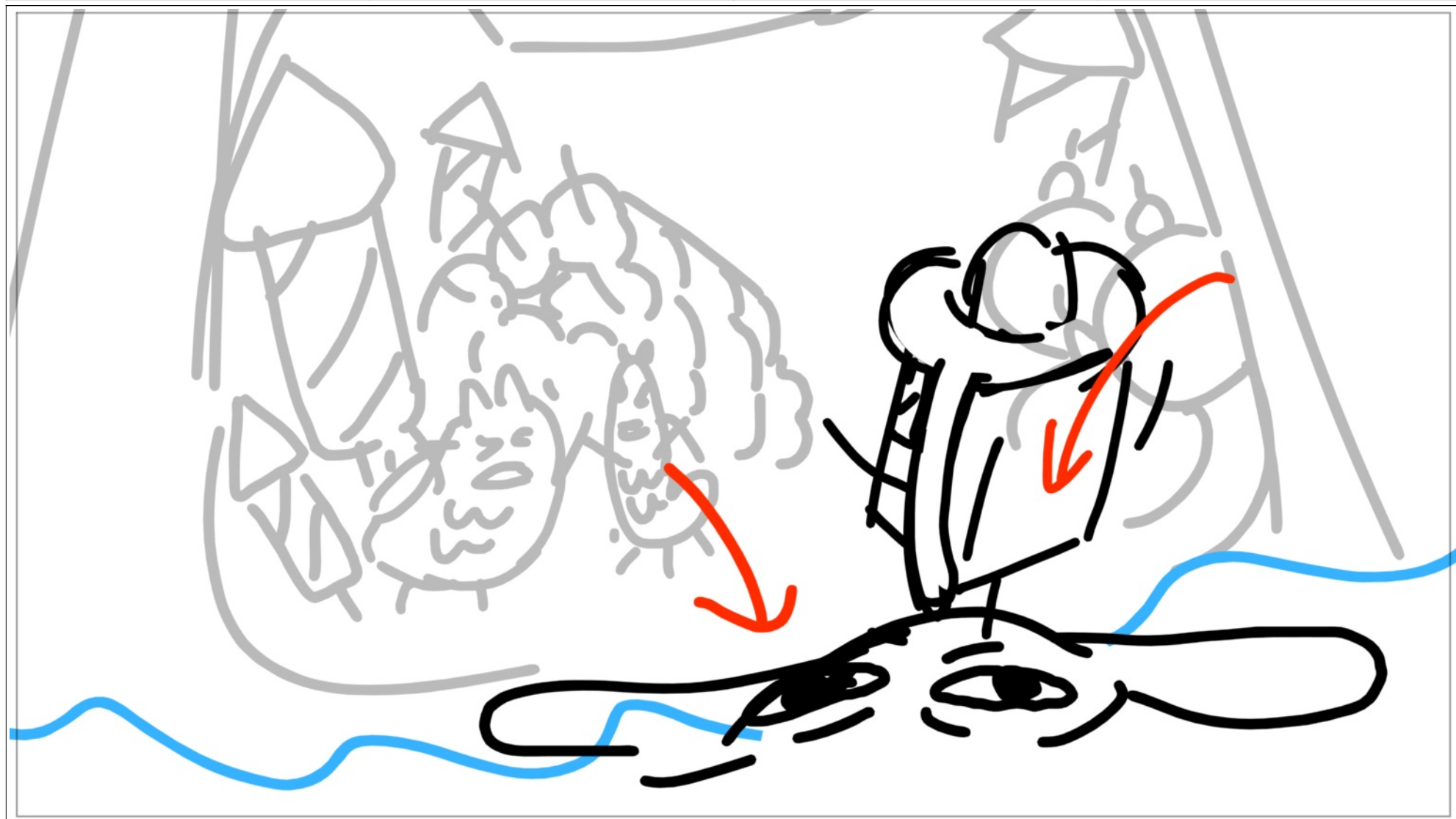
Dialog  
(Loot sisters are wailing)

Scene	Duration	Panel	Duration
78	10:00	2	01:00



Dialog  
sfx: (THUNK)

Scene	Duration	Panel	Duration
78	10:00	3	01:00



Dialog  
(Loot sisters are wailing)



Scene	Duration	Panel	Duration
78	10:00	4	01:00



Dialog  
(Loot sisters are wailing)

Scene	Duration	Panel	Duration
78	10:00	5	01:00



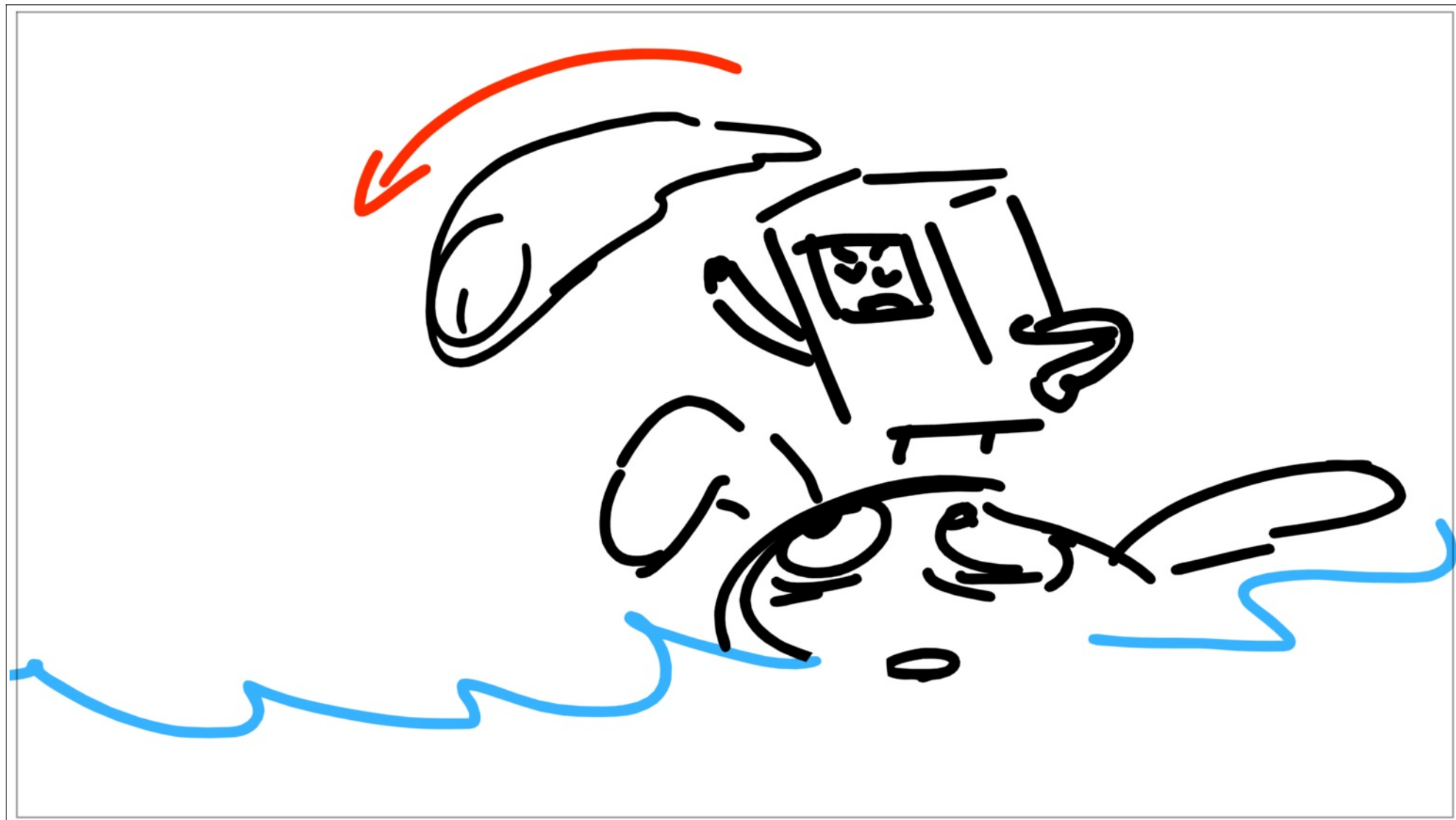
Dialog  
BMO: it's no use, this is one tough cookie.

Scene	Duration	Panel	Duration
78	10:00	6	01:00



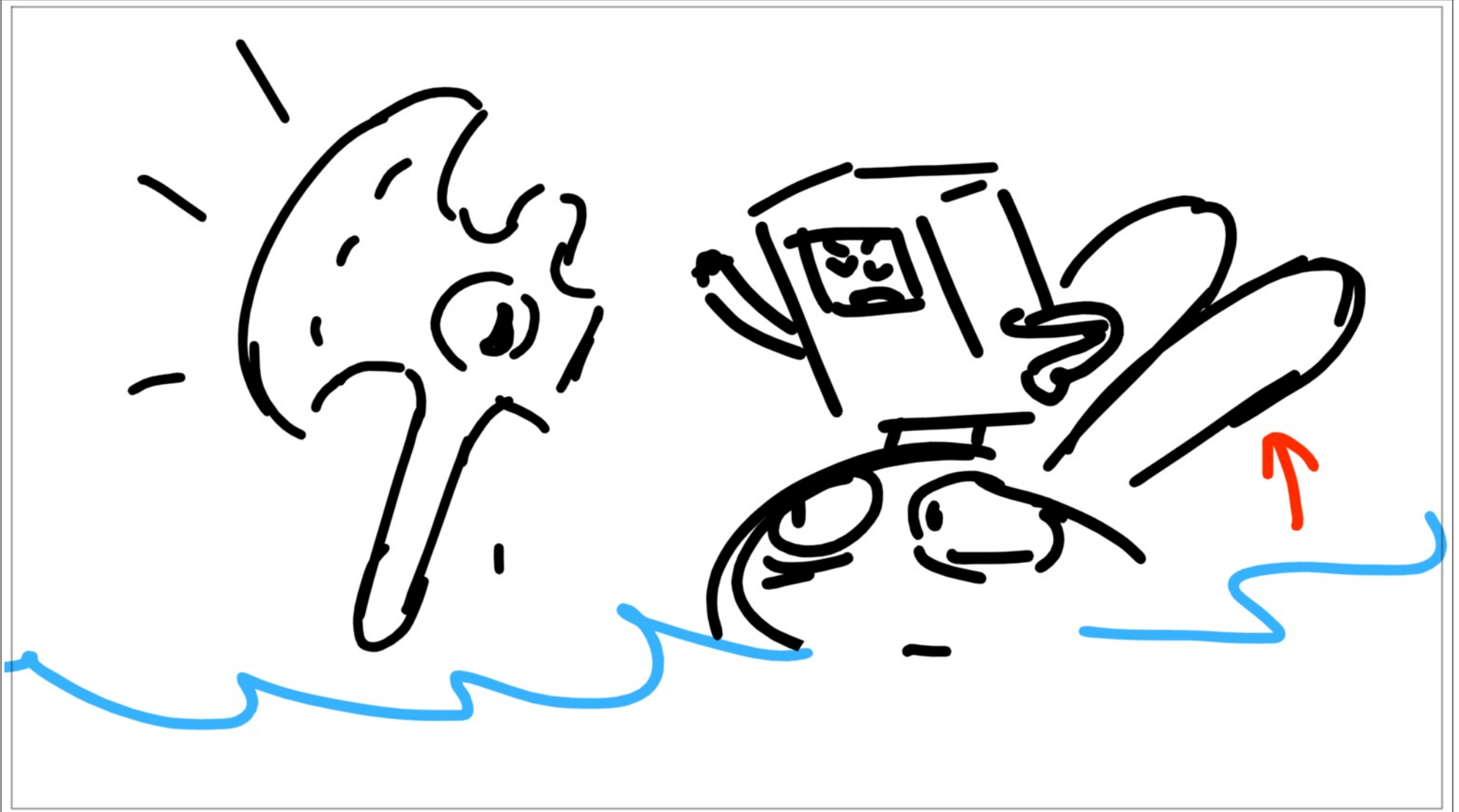
Dialog  
we'll need an even tougher, sharper cookie to crumble it...

Scene	Duration	Panel	Duration
78	10:00	7	01:00



Dialog  
we'll need an even tougher, sharper cookie to crumble it...

Scene	Duration	Panel	Duration
78	10:00	8	01:00



Dialog  
we'll need an even tougher, sharper cookie to crumble it...

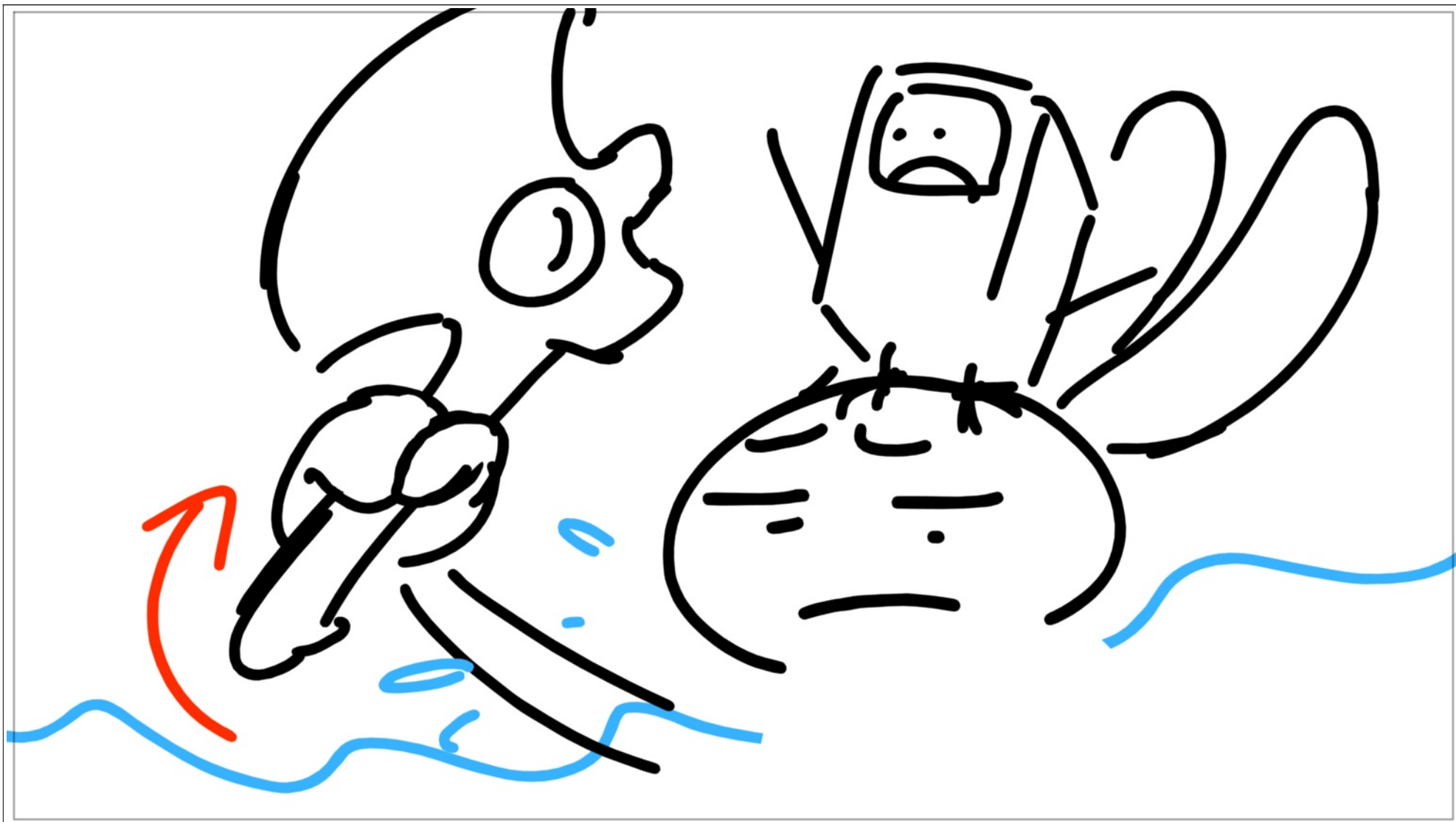
Scene	Duration	Panel	Duration
78	10:00	9	01:00



Dialog  
we'll need an even tougher, sharper cookie to crumble it...

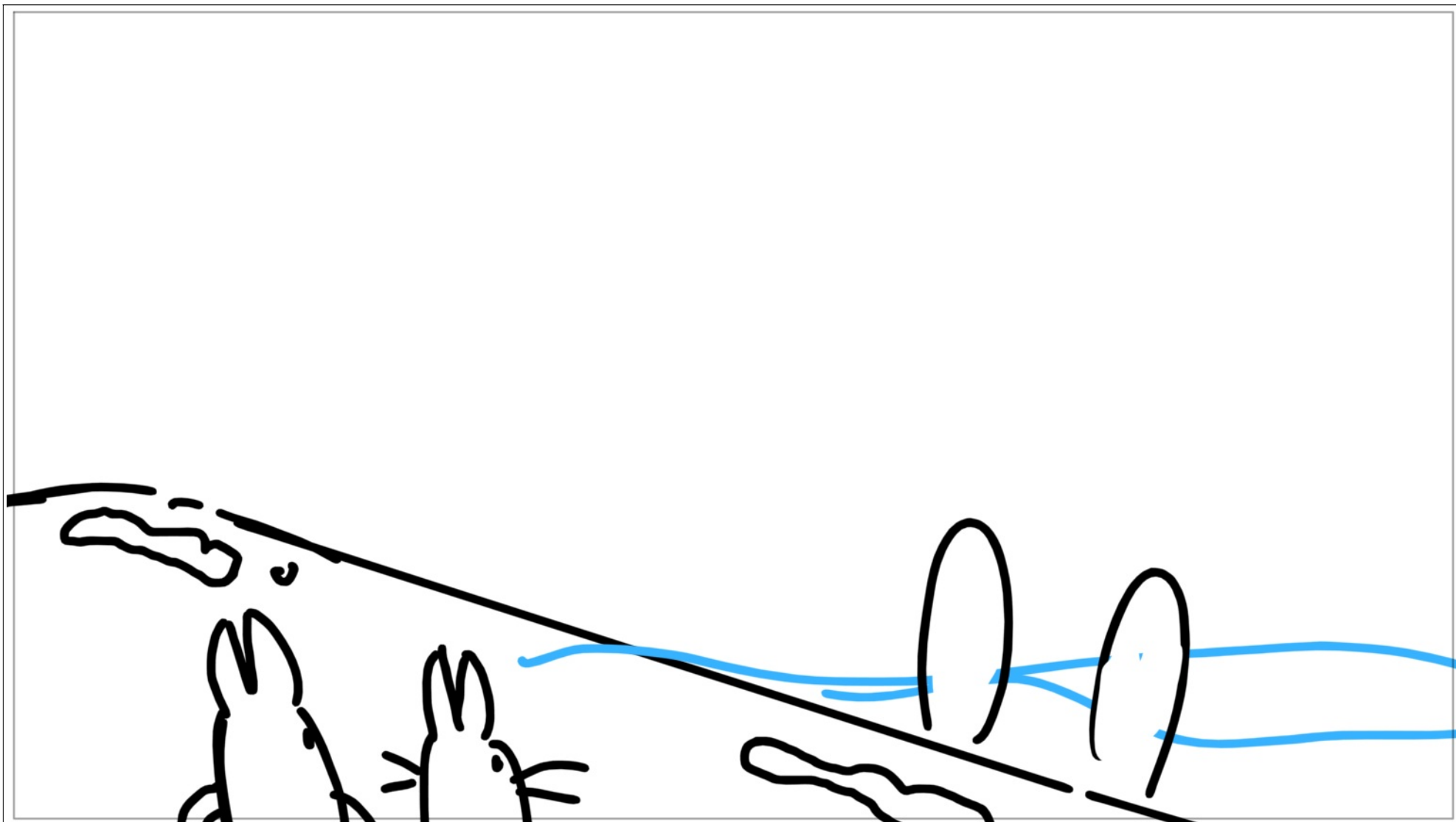


Scene	Duration	Panel	Duration
78	10:00	10	01:00



Dialog  
BMO: Olive!!

Scene	Duration	Panel	Duration
79	05:00	1	01:00



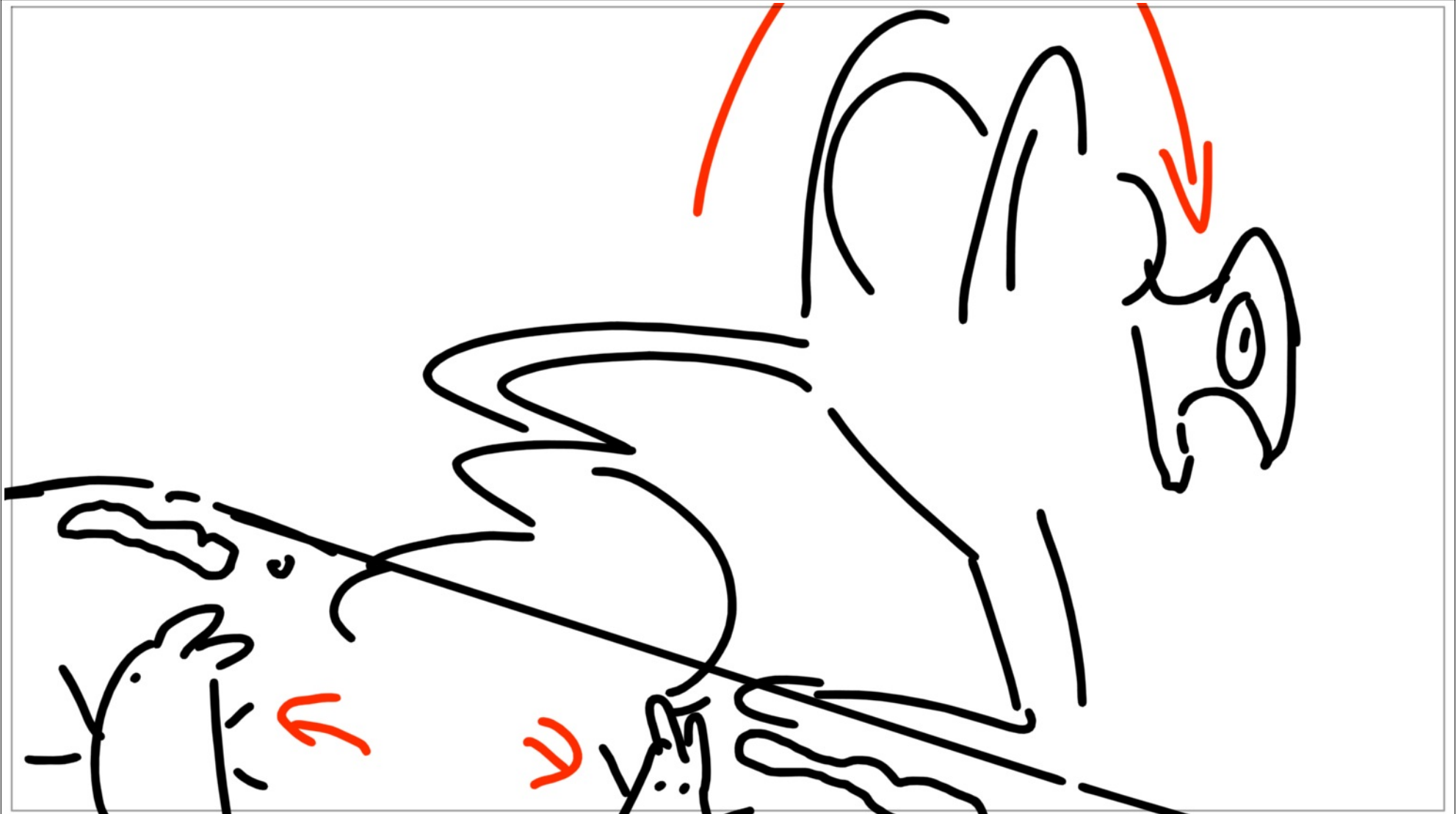
Scene	Duration	Panel	Duration
79	05:00	2	01:00



Scene	Duration	Panel	Duration
79	05:00	3	01:00



Scene	Duration	Panel	Duration
79	05:00	4	01:00

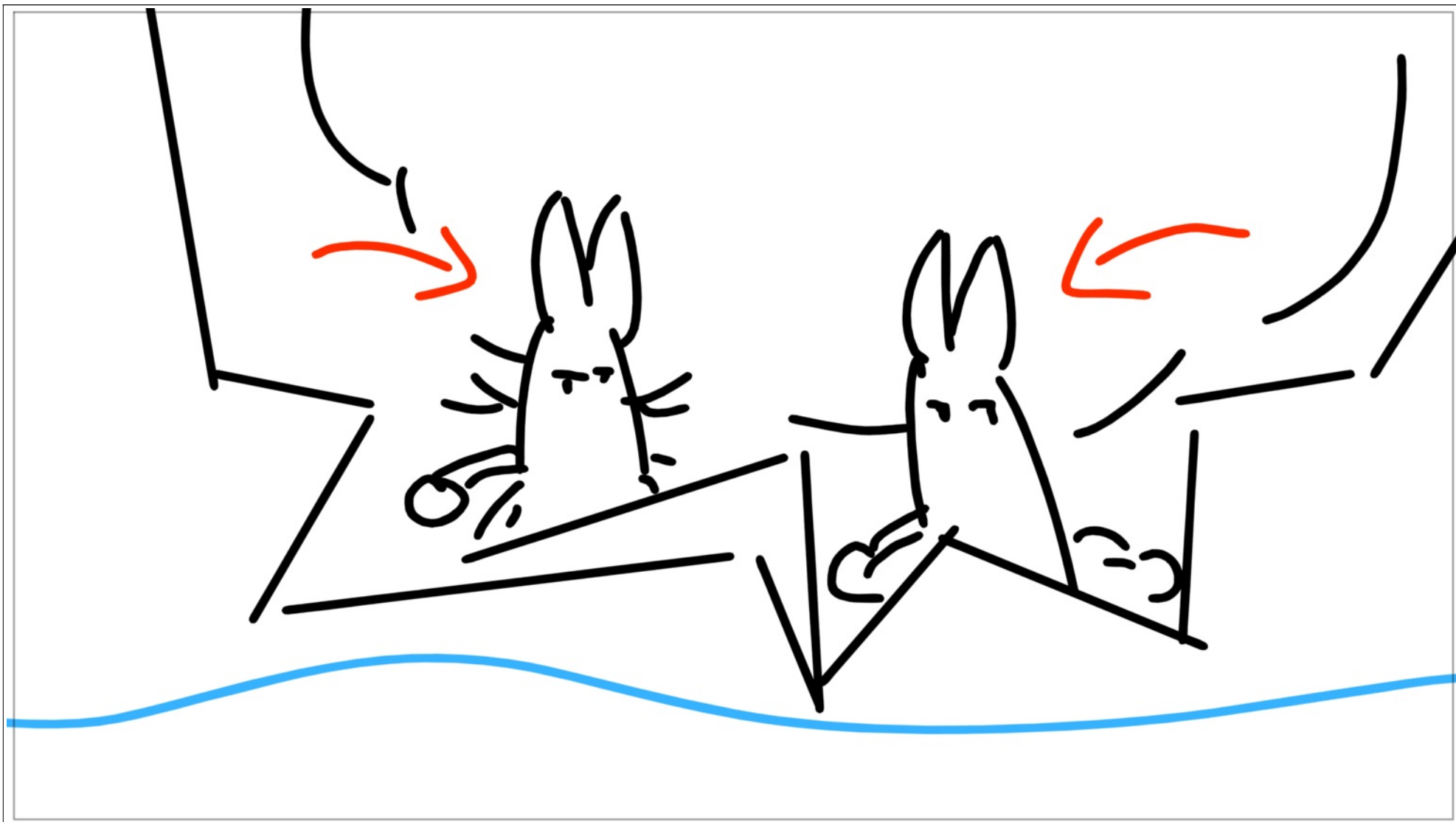


Scene	Duration	Panel	Duration
79	05:00	5	01:00





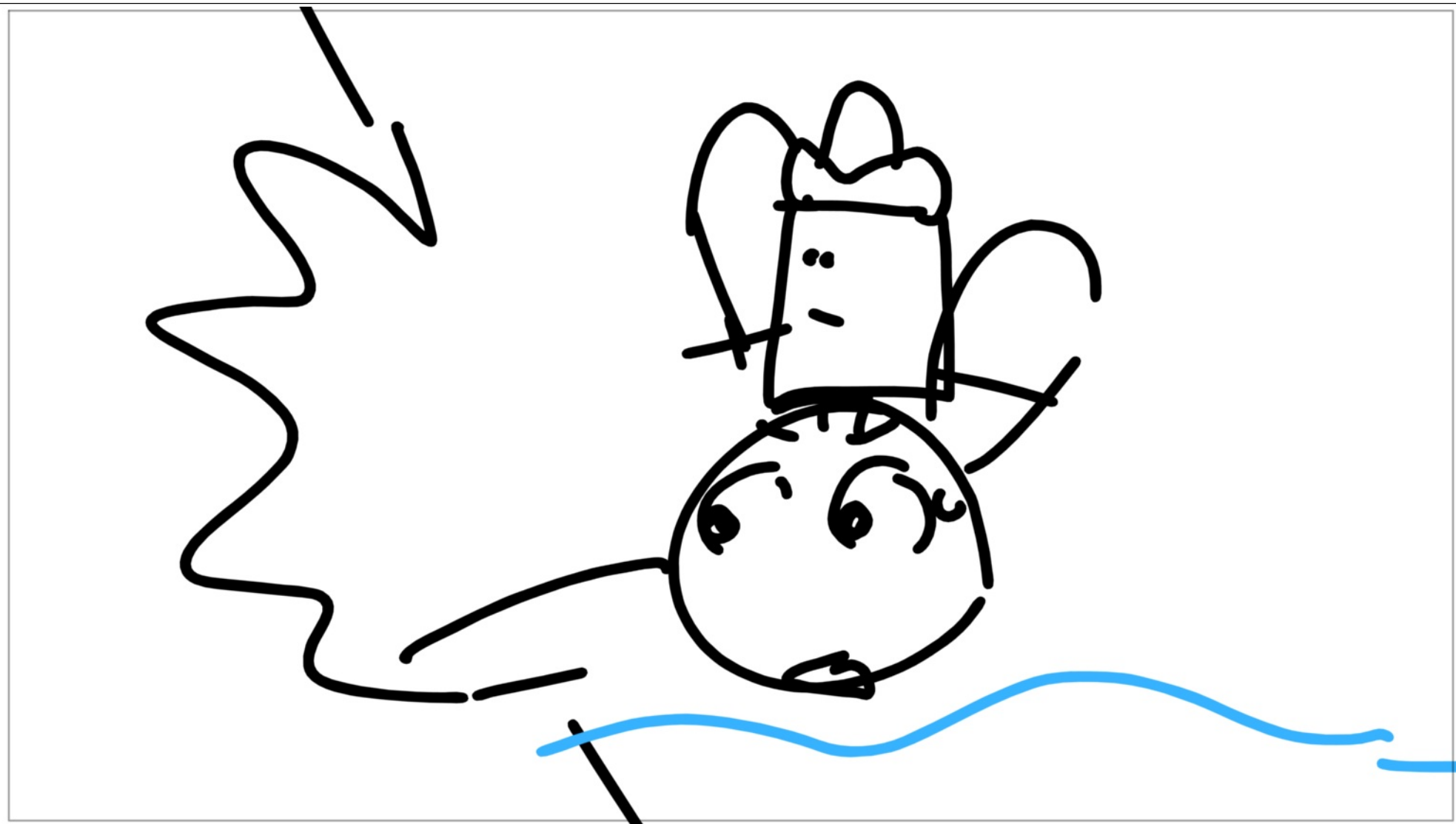
Scene	Duration	Panel	Duration
80	01:00	1	01:00



Dialog

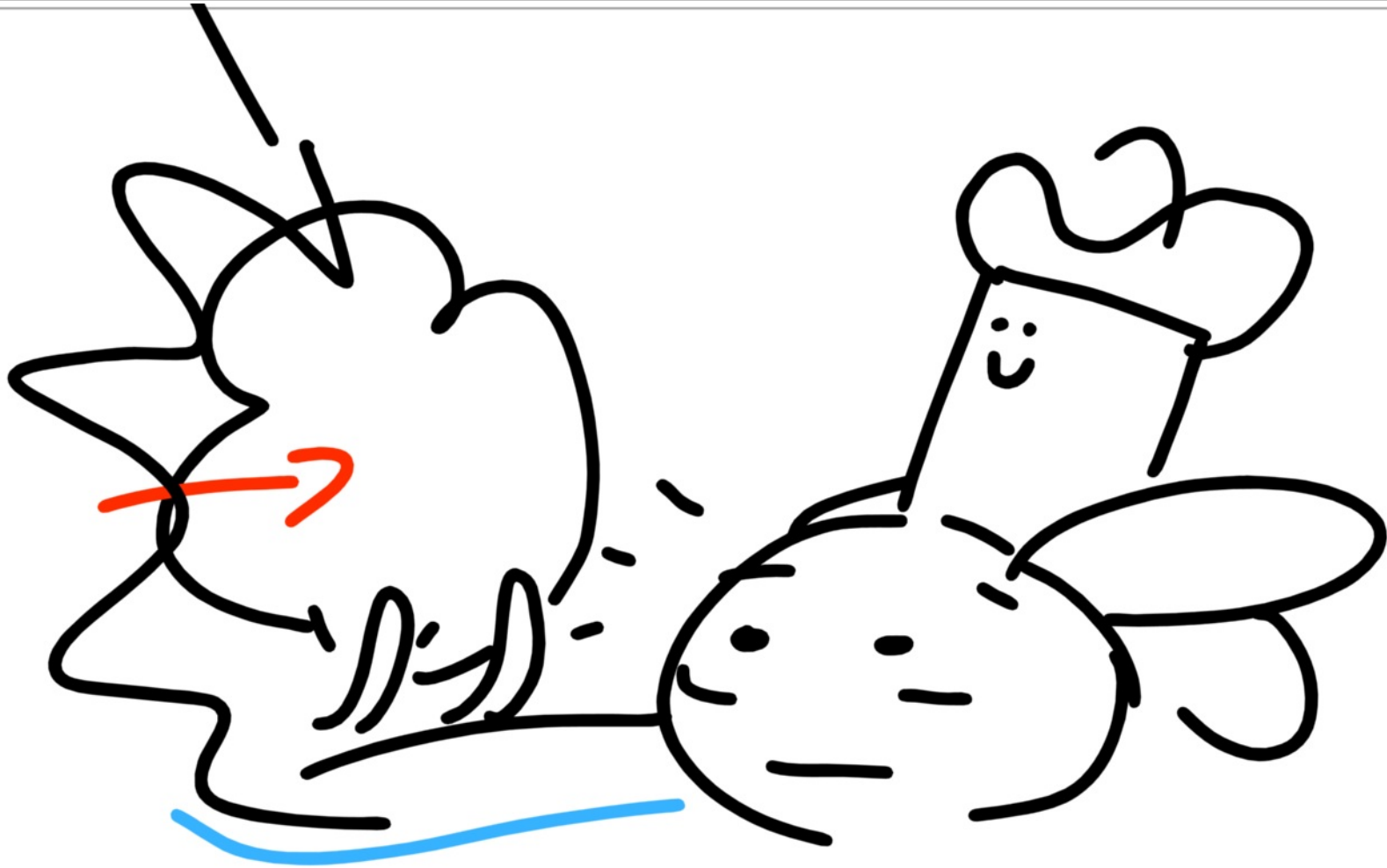
LS: geez careful much??

Scene	Duration	Panel	Duration
81	04:00	1	01:00



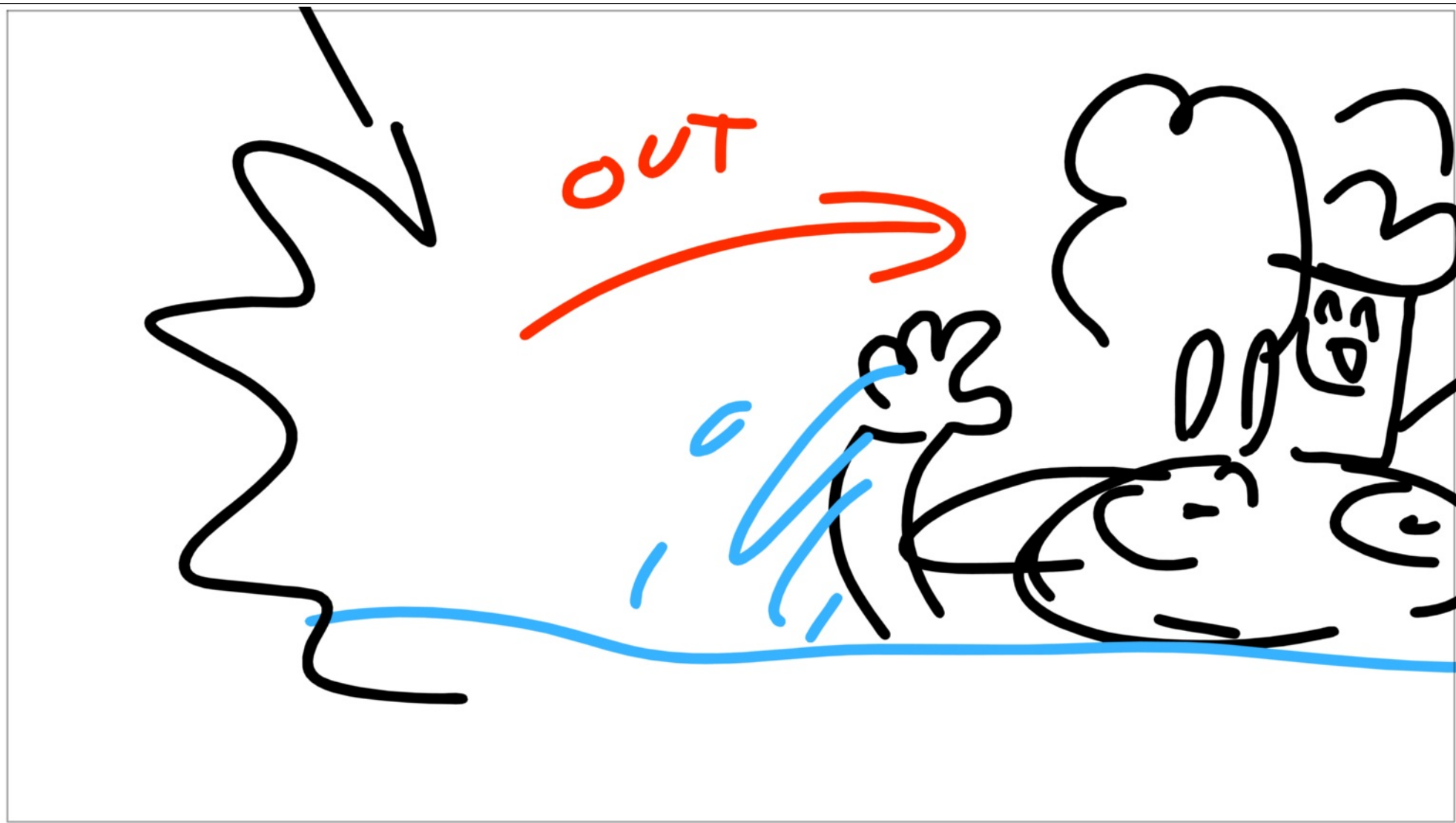
Dialog  
Y5: just get on already!

Scene	Duration	Panel	Duration
81	04:00	2	01:00



Dialog  
LS: watch it next time! you almost smashed our loot.

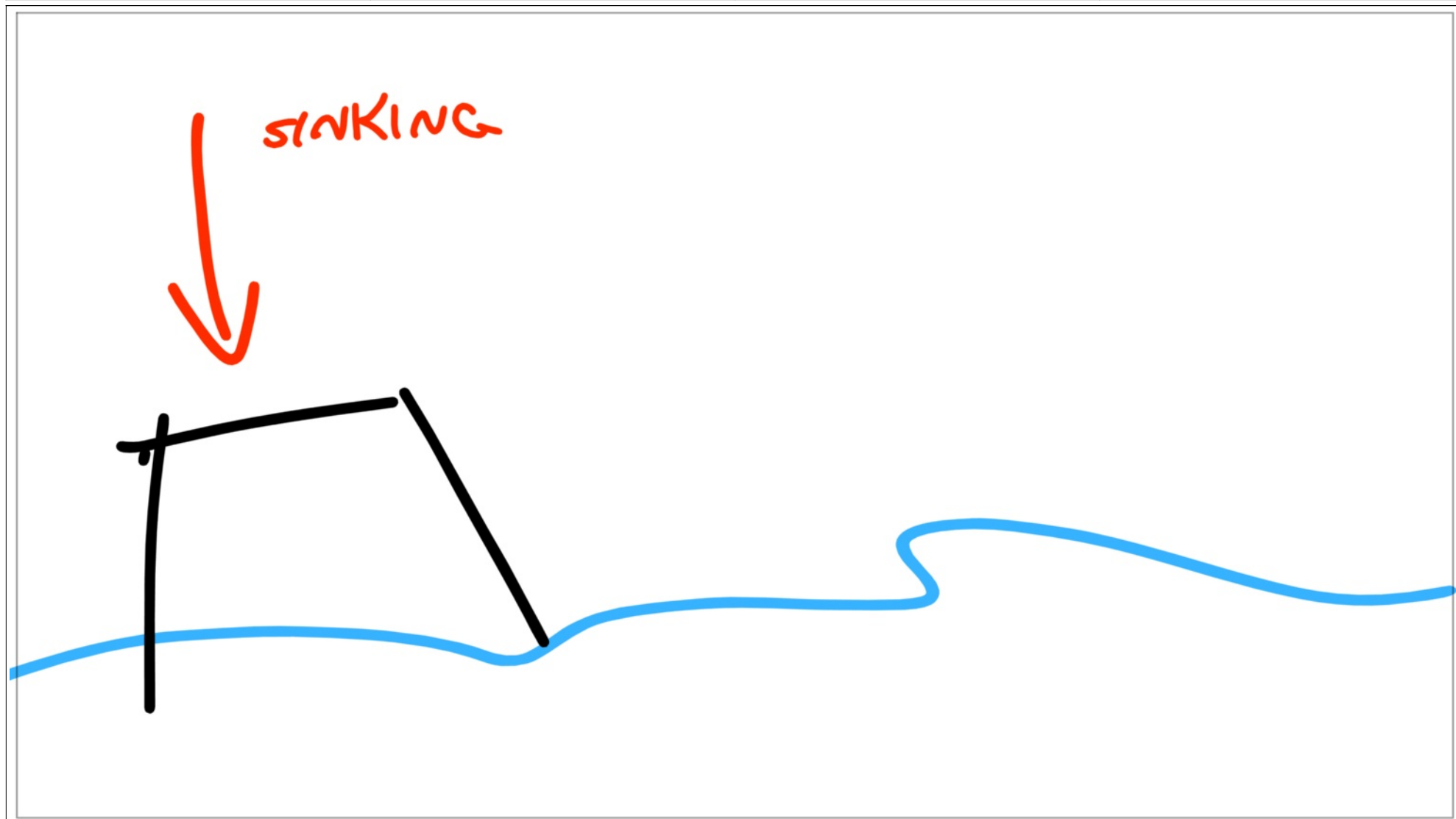
Scene	Duration	Panel	Duration
81	04:00	3	01:00



Dialog

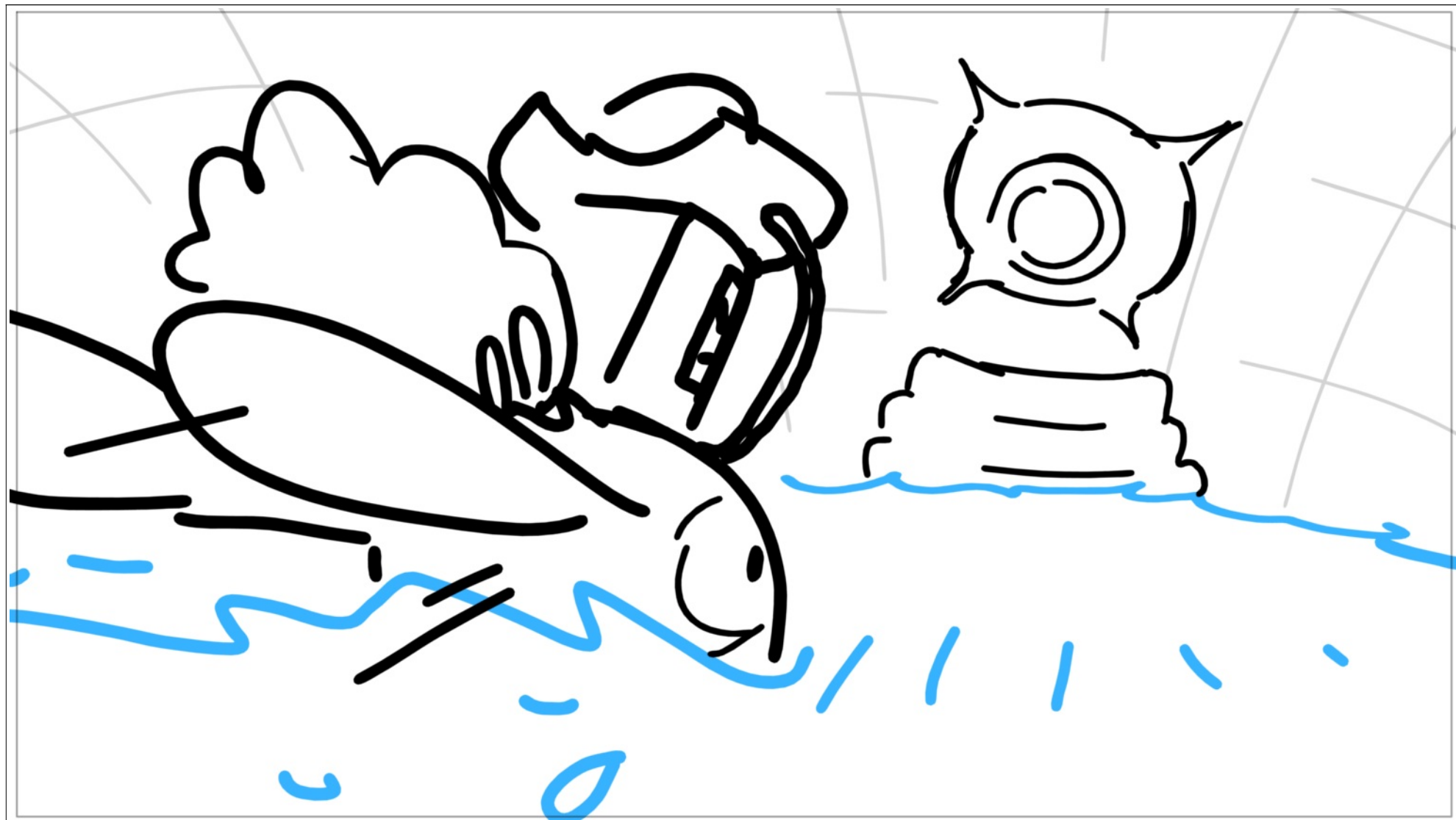
LS: watch it next time! you almost smashed our loot.

Scene	Duration	Panel	Duration
81	04:00	4	01:00



Dialog

Scene	Duration	Panel	Duration
82	04:00	1	01:00

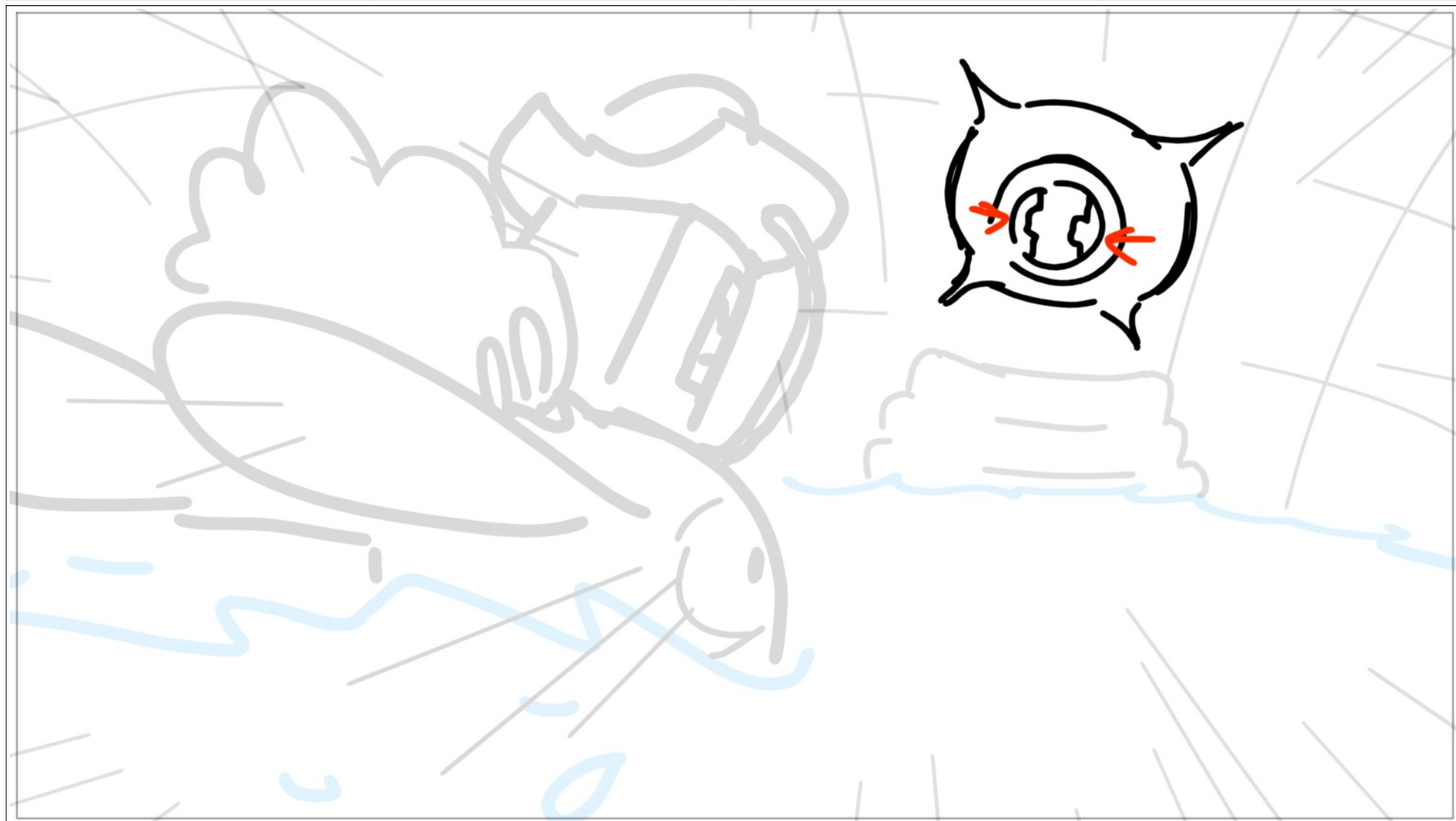


Action Notes

Y5 swims frantically towards the exit



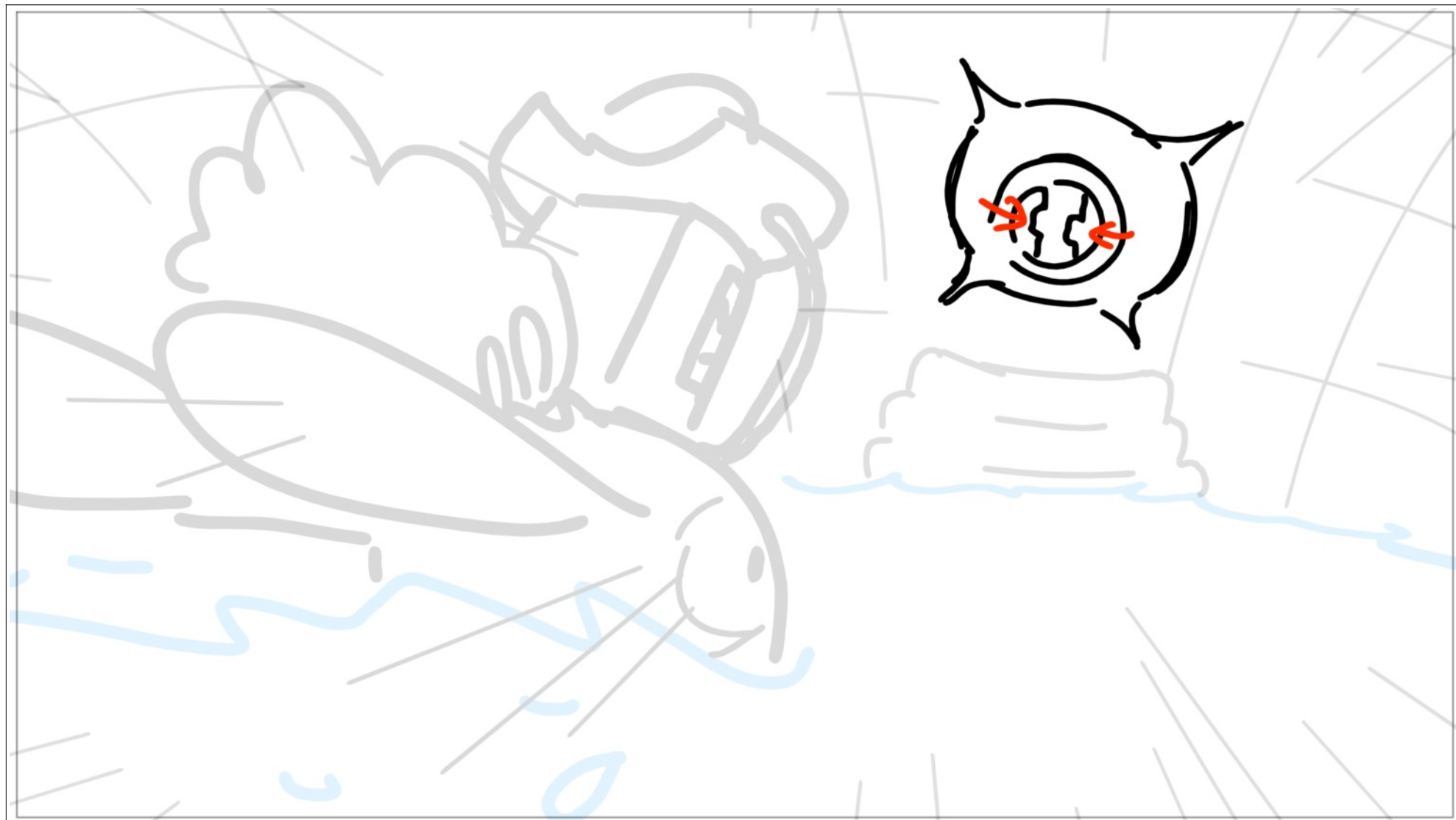
Scene	Duration	Panel	Duration
82	04:00	2	01:00



#### Action Notes

exit doors are slowly starting to close!

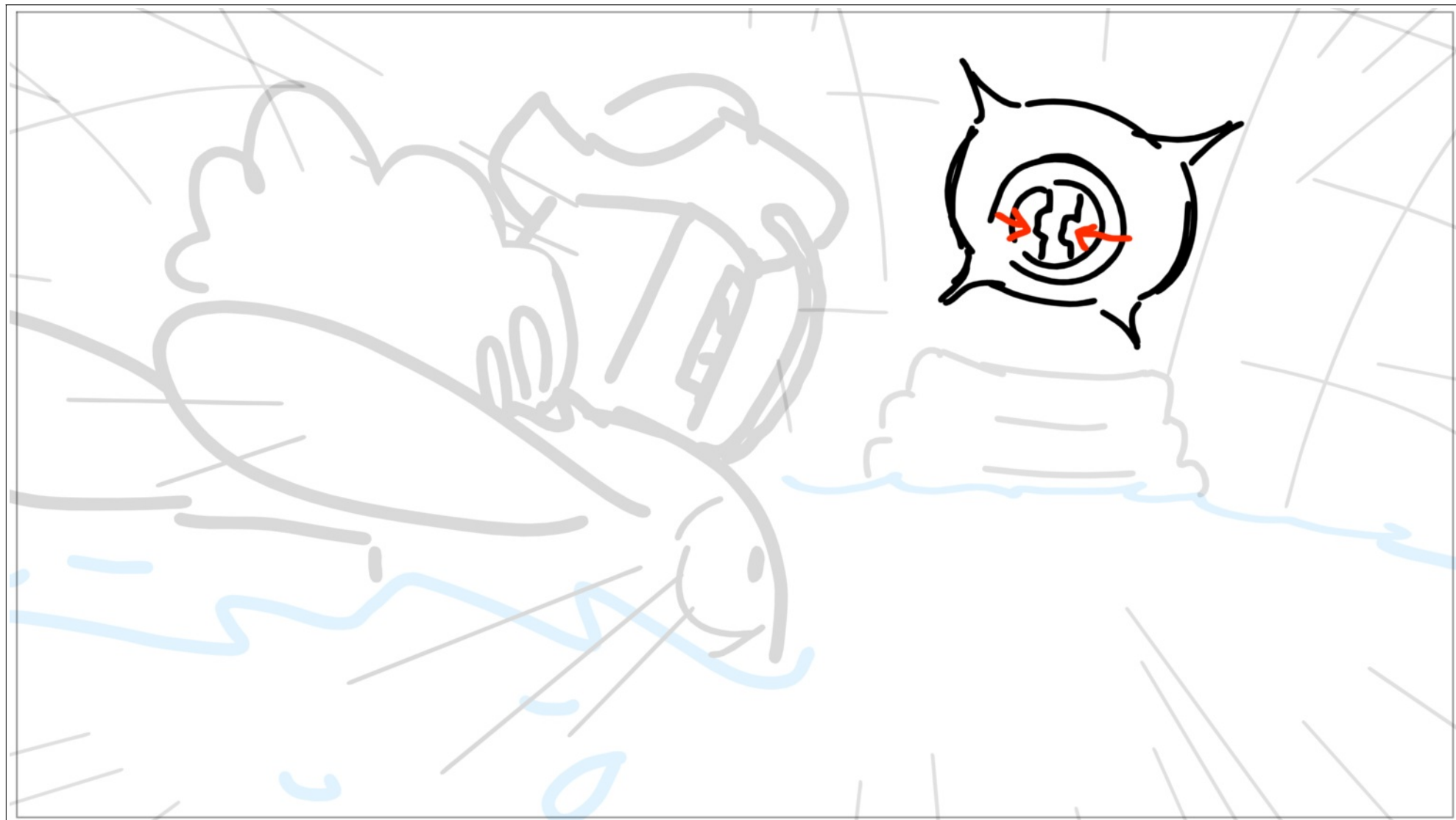
Scene	Duration	Panel	Duration
82	04:00	3	01:00



#### Action Notes

exit doors are slowly starting to close!

Scene	Duration	Panel	Duration
82	04:00	4	01:00



### Action Notes

exit doors are slowly starting to close!

Scene	Duration	Panel	Duration
83	01:00	1	01:00



Dialog  
Y5: (ragged panting [...])

Scene	Duration	Panel	Duration
84	03:00	1	01:00

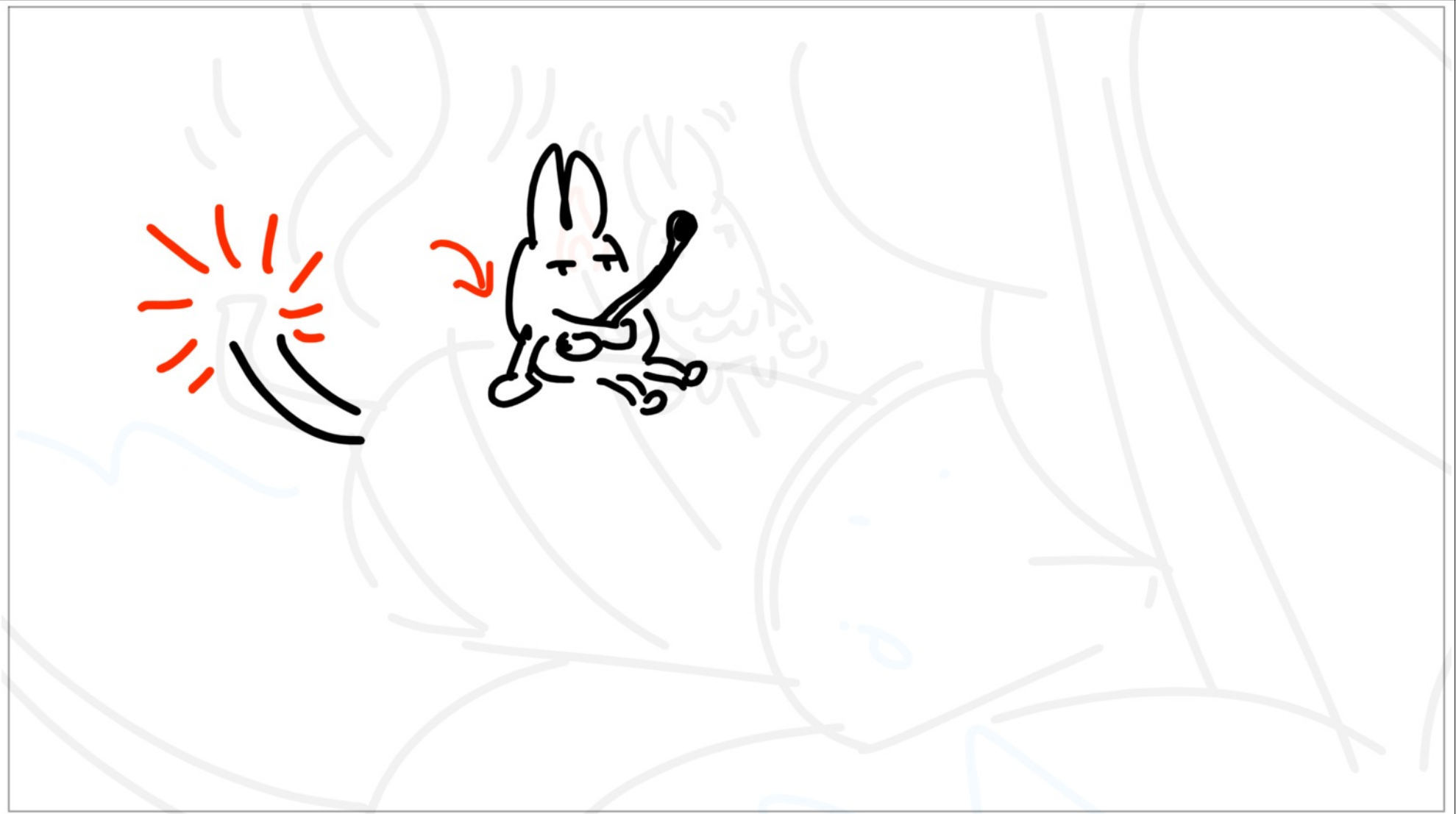


Dialog  
sweetie: no sweat darlin, i got it covered

Scene	Duration	Panel	Duration
84	03:00	2	01:00



Scene	Duration	Panel	Duration
84	03:00	3	01:00





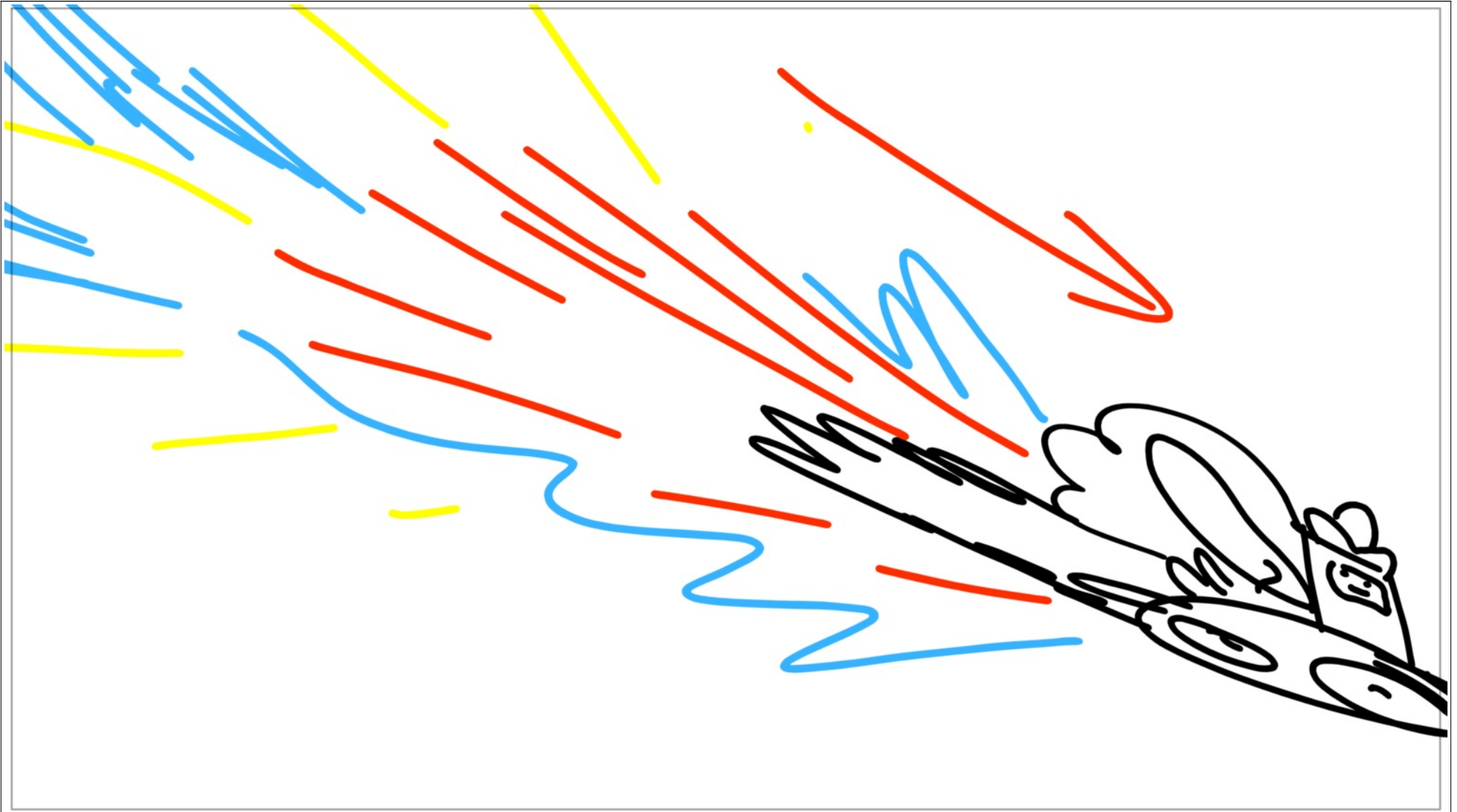
Scene	Duration	Panel	Duration
85	03:00	1	01:00



Dialog

Y5: (angrily) hey, did you just light a firework on my--

Scene	Duration	Panel	Duration
85	03:00	2	01:00



Dialog  
 AAAAAAAAAHHHH

Scene	Duration	Panel	Duration
85	03:00	3	01:00

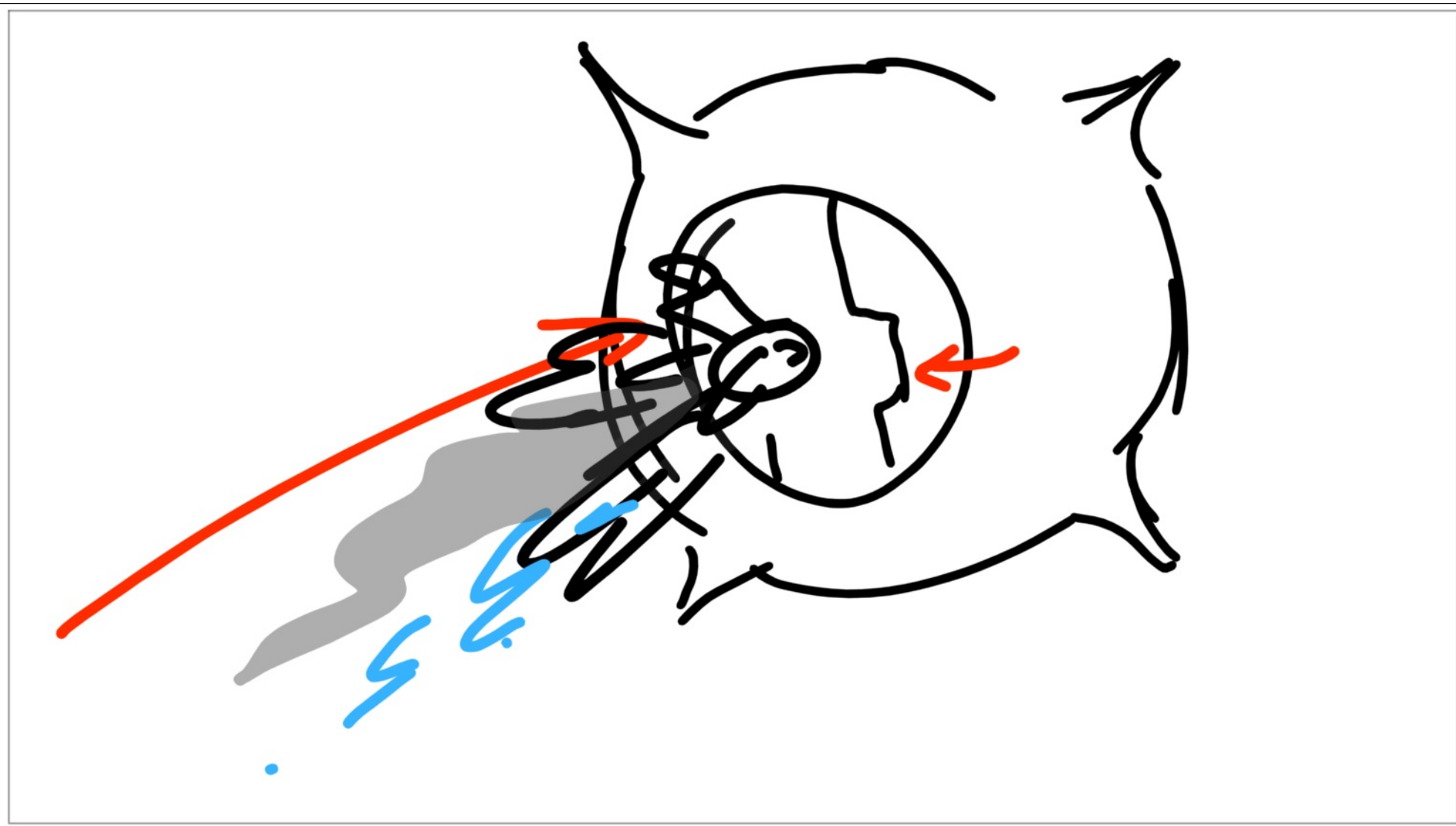


Dialog  
 AAAAAAAAAHHHH

Scene	Duration	Panel	Duration
86	03:00	1	01:00



Scene	Duration	Panel	Duration
86	03:00	2	01:00



Dialog  
(everyone yelling)

Scene	Duration	Panel	Duration
86	03:00	3	01:00



Scene	Duration	Panel	Duration
1	04:00	1	01:00



Dialog  
sfx: hammering o/s

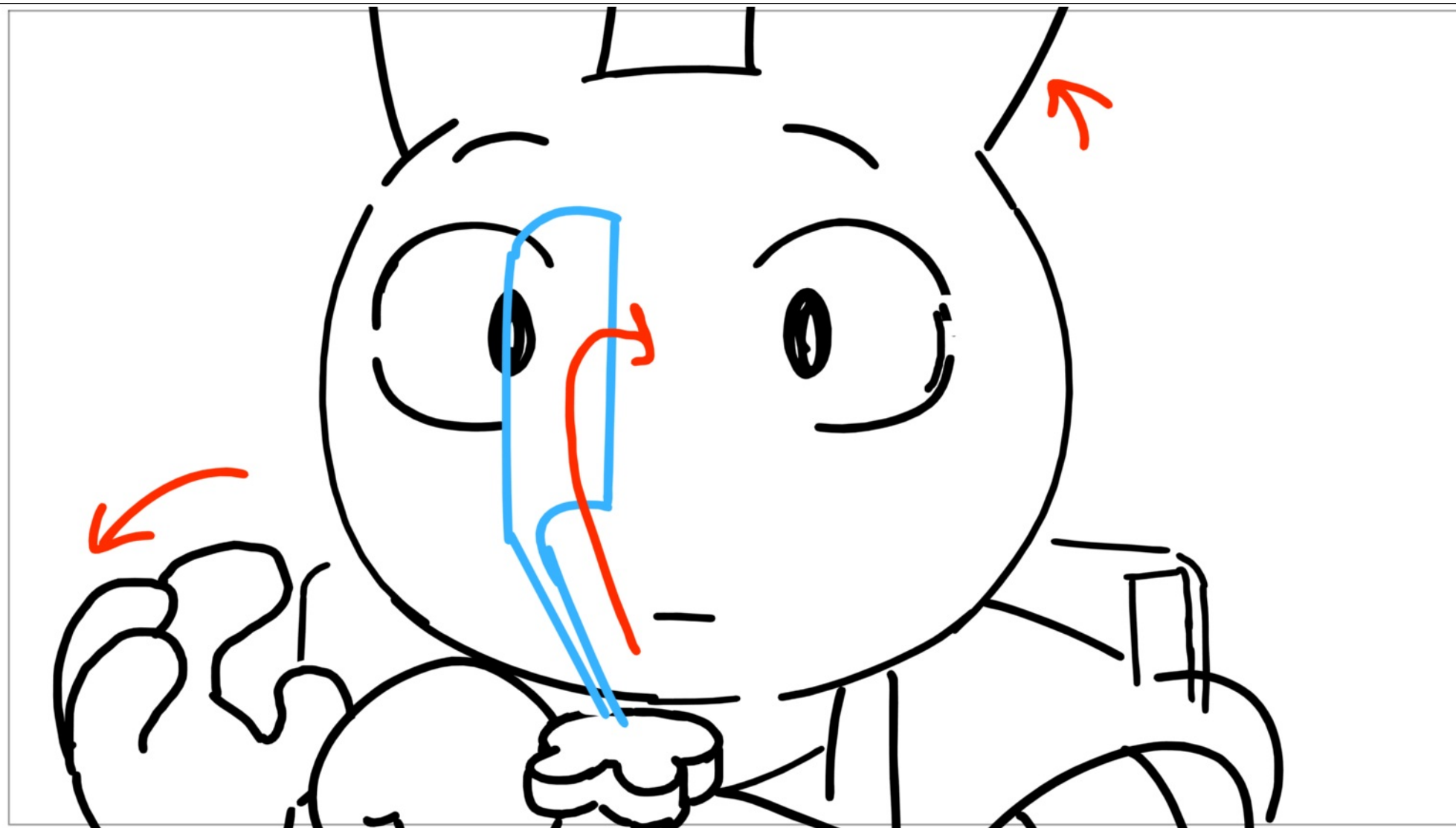


Scene	Duration	Panel	Duration
1	04:00	2	01:00



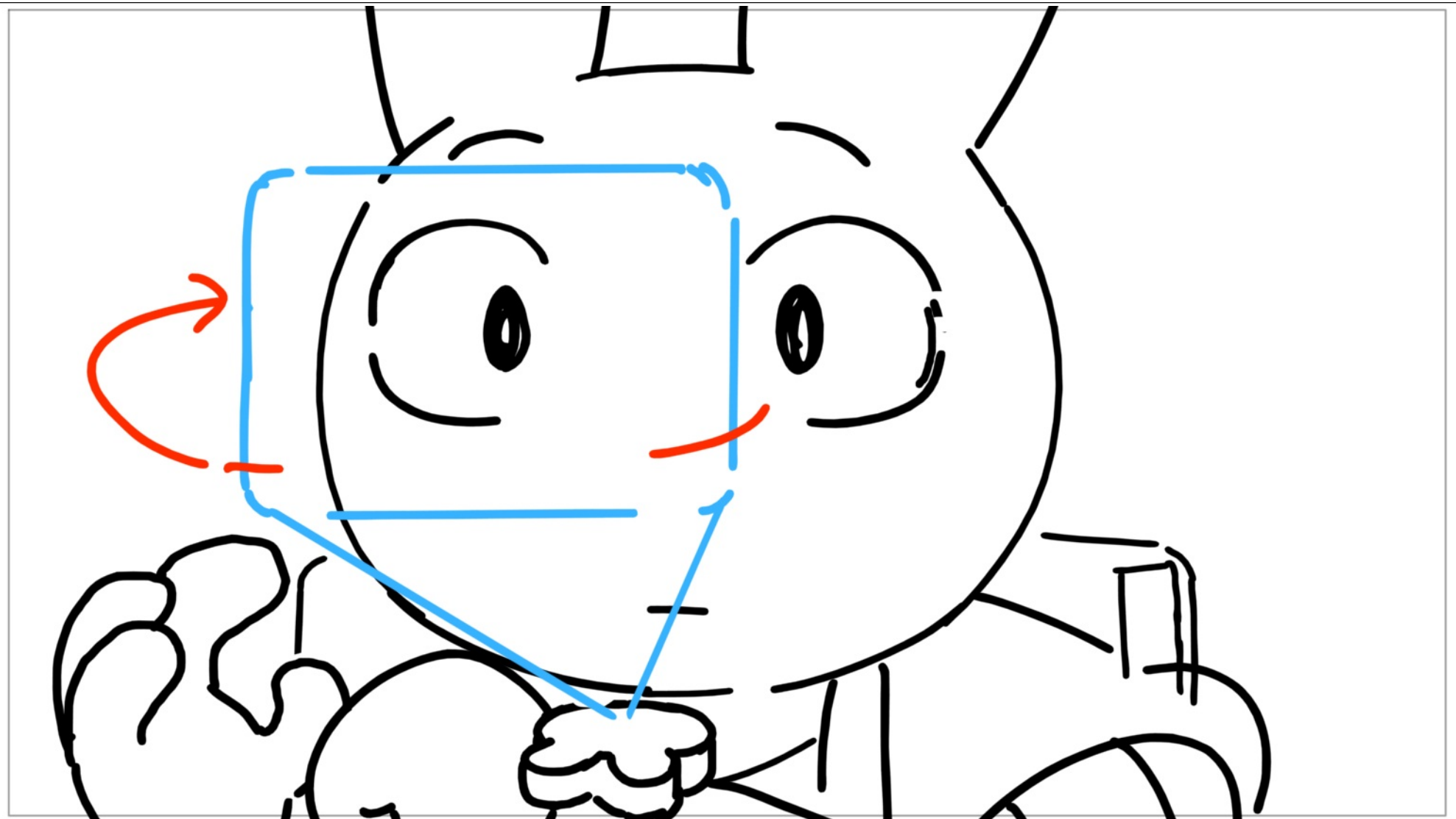
Dialog  
sfx: hammering o/s

Scene	Duration	Panel	Duration
1	04:00	3	01:00



Dialog  
sfx: hammering o/s

Scene	Duration	Panel	Duration
1	04:00	4	01:00



Dialog  
sfx: hammering o/s

Scene	Duration	Panel	Duration
	2	02:00	1
			01:00



Action Notes

BMO hammering on a makeshift sign in front of a makeshift office space(1,2,1,2)

Scene	Duration	Panel	Duration
2	02:00	2	01:00



Action Notes

BMO hammering on a makeshift sign in front of a makeshift office space

Scene	Duration	Panel	Duration
3	03:23	1	00:23

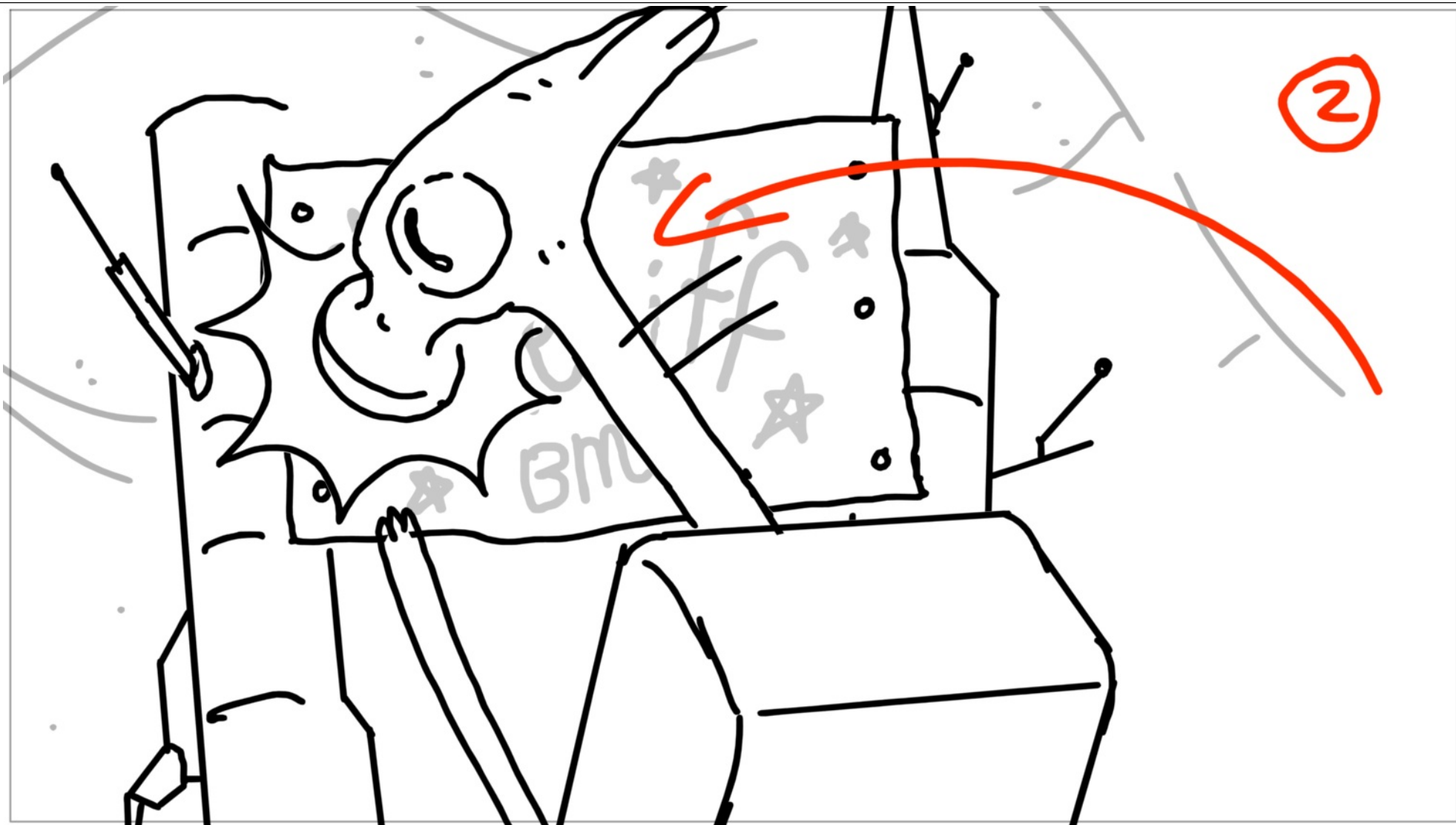


Action Notes

BMO finishes hammering his makeshift sheriff sign



Scene	Duration	Panel	Duration
3	03:23	2	01:00

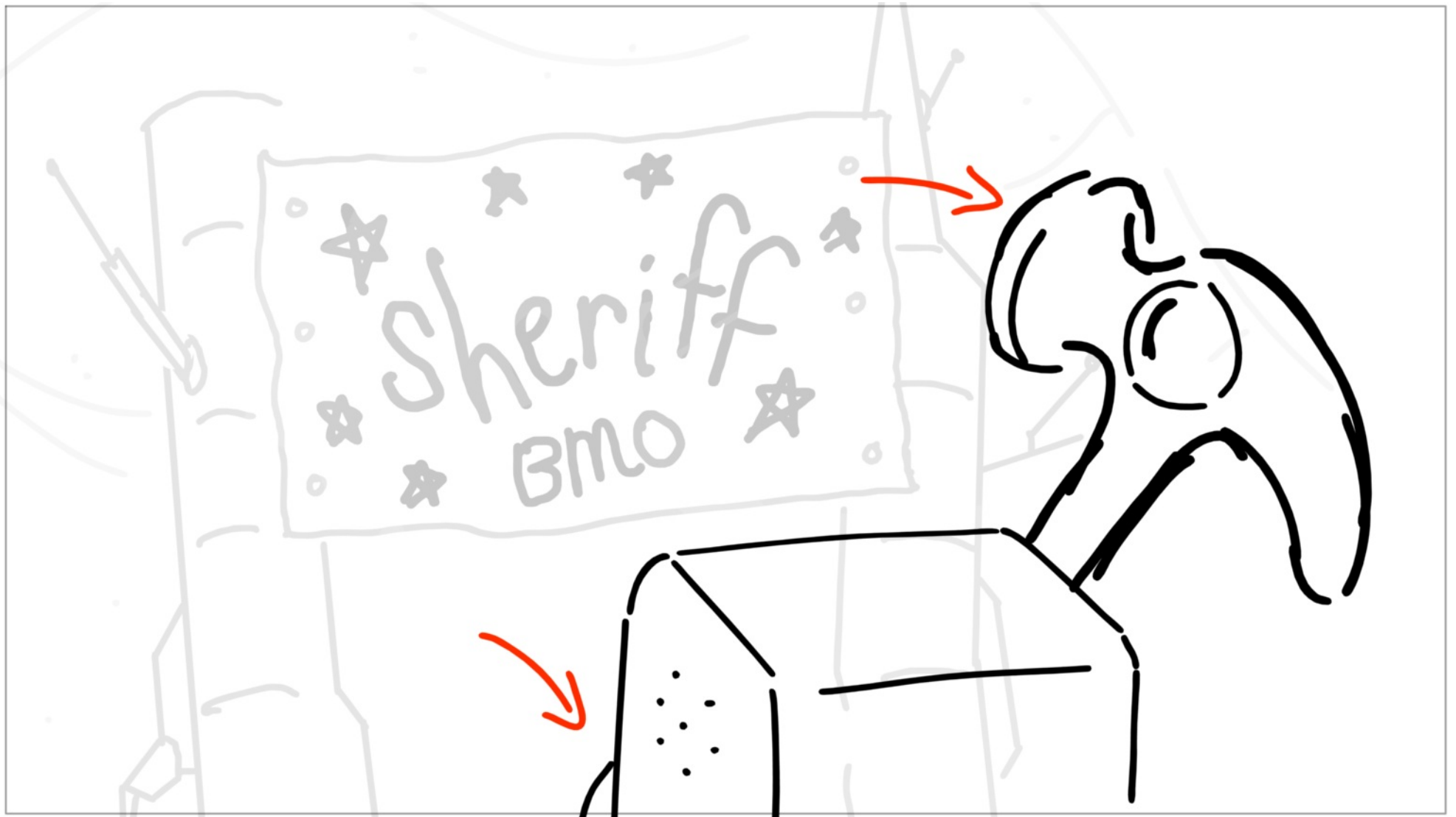


Action Notes

BMO finishes hammering his makeshift sheriff sign



Scene	Duration	Panel	Duration
3	03:23	3	01:00



Action Notes

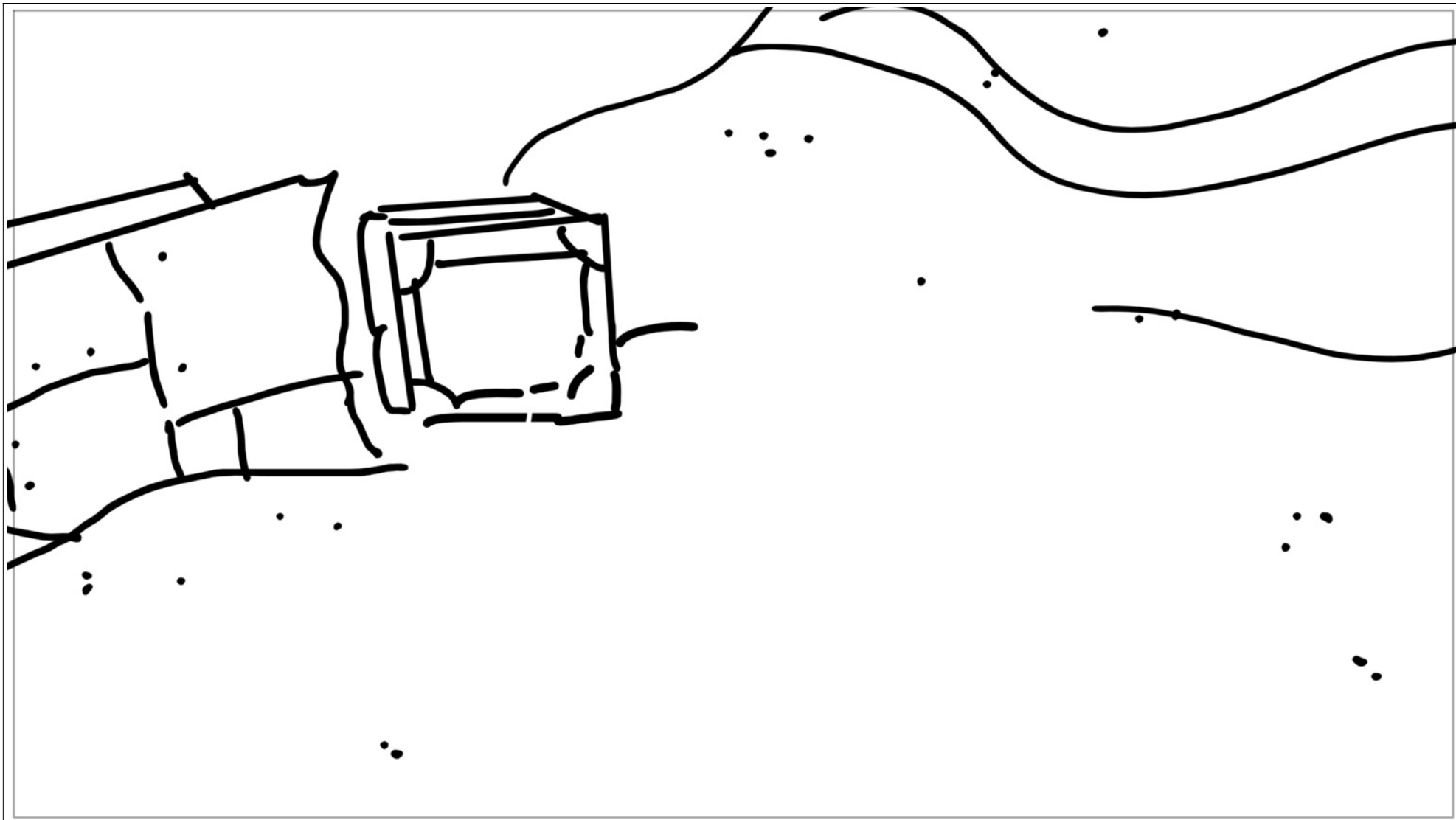
BMO finishes hammering his makeshift sheriff sign

Scene	Duration	Panel	Duration
3	03:23	4	01:00

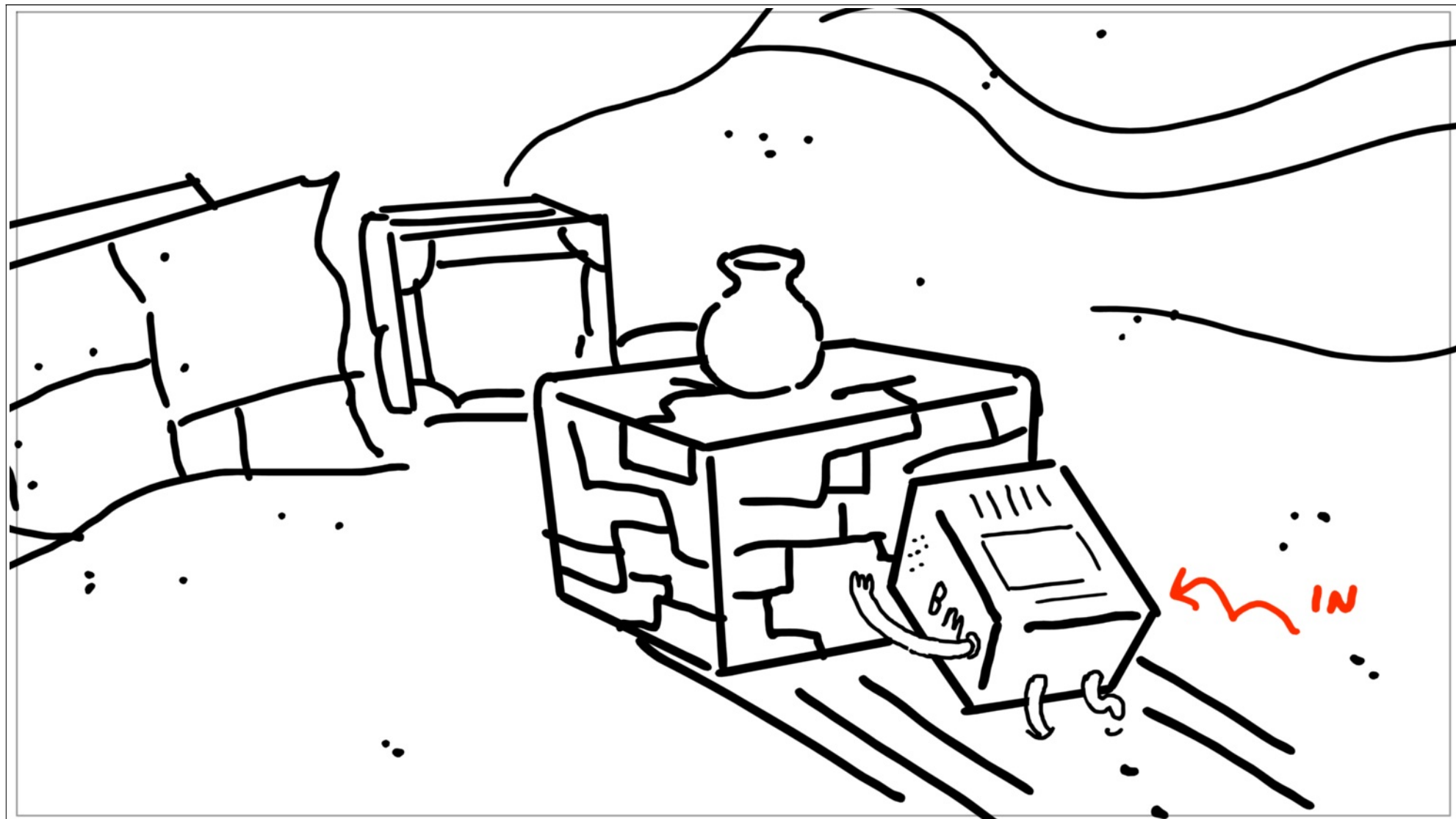


Dialog  
BMO: perfect!

Scene	Duration	Panel	Duration
4	09:00	1	01:00



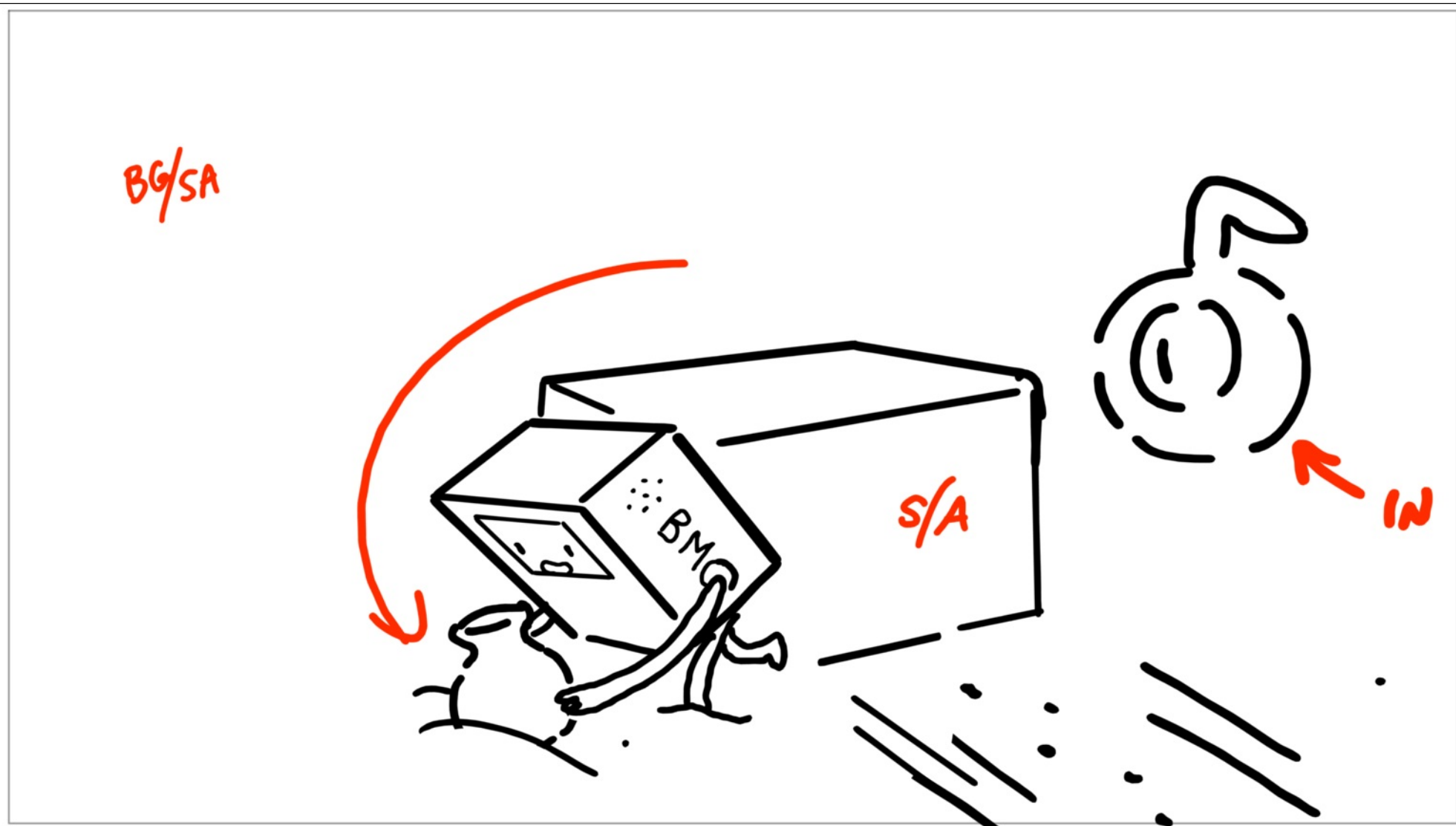
Scene	Duration	Panel	Duration
4	09:00	2	01:00



### Dialog

BMO: this is where I'll prop up my boots--

Scene	Duration	Panel	Duration
4	09:00	3	01:00



Dialog

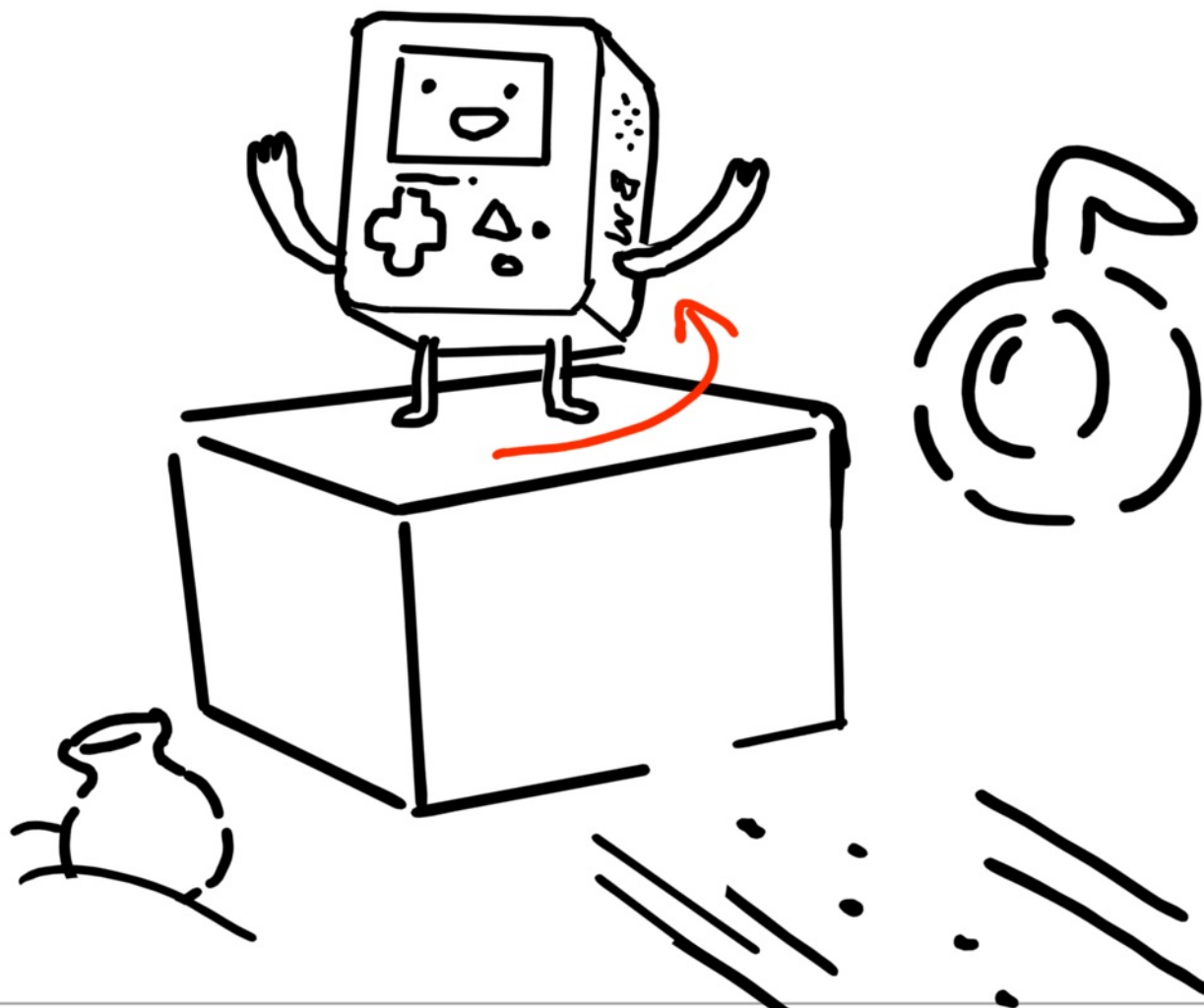
BMO: --and play the harmonica--

Scene	Duration	Panel	Duration
4	09:00	4	01:00



Dialog  
BMO: (grunt)

Scene	Duration	Panel	Duration
4	09:00	5	01:00

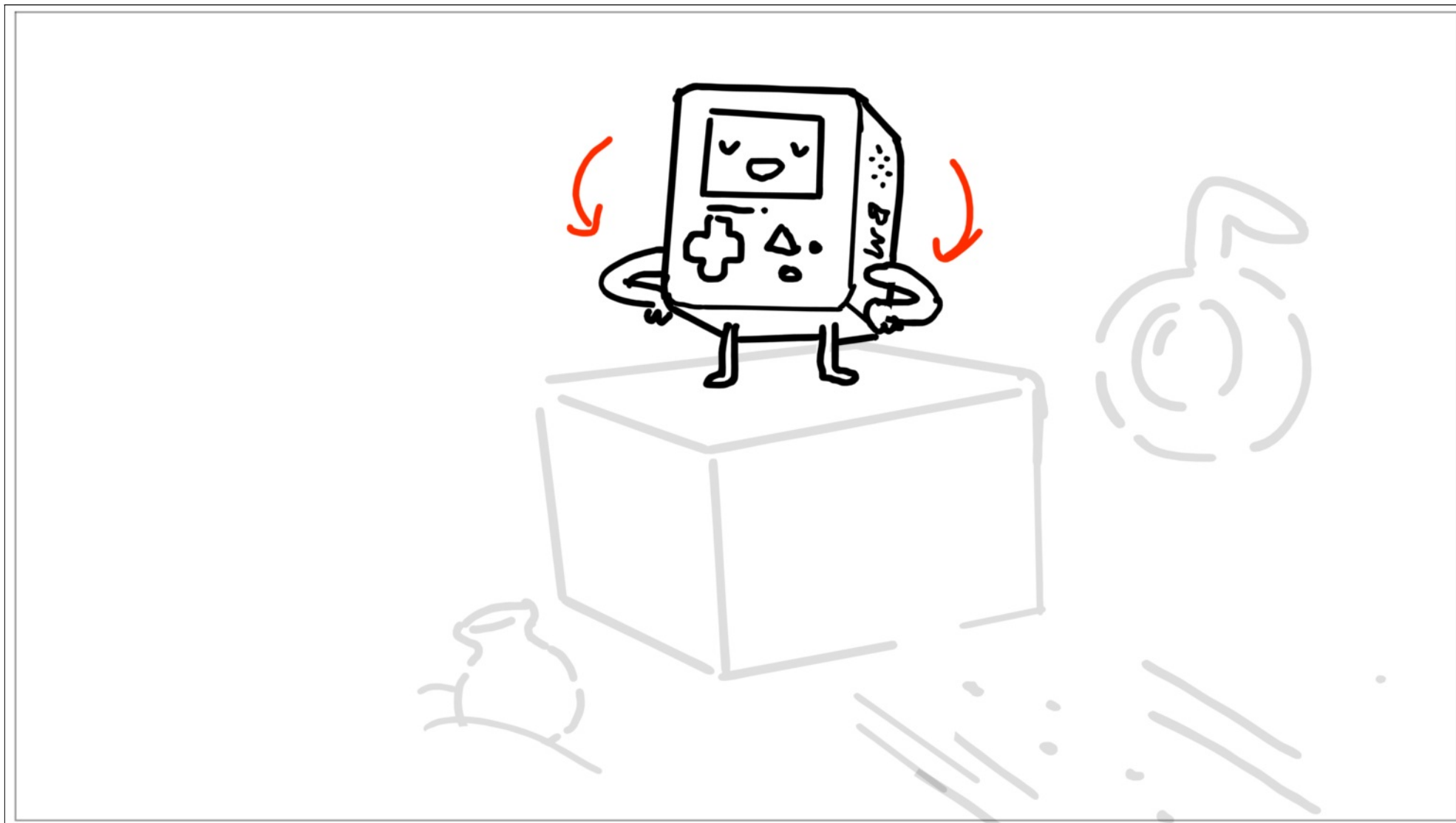


Dialog

BMO: --when the weary day is done!



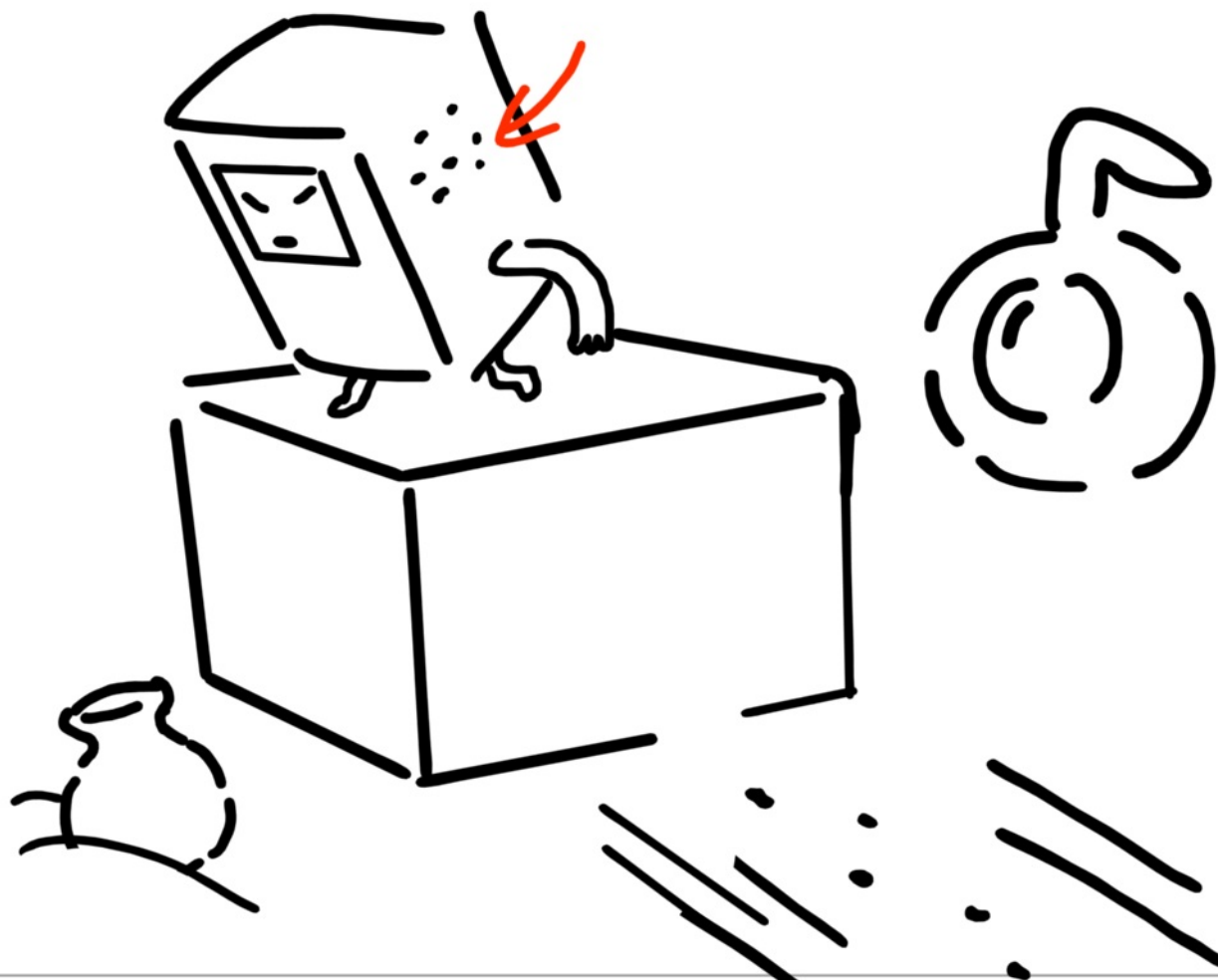
Scene	Duration	Panel	Duration
4	09:00	6	01:00



Dialog

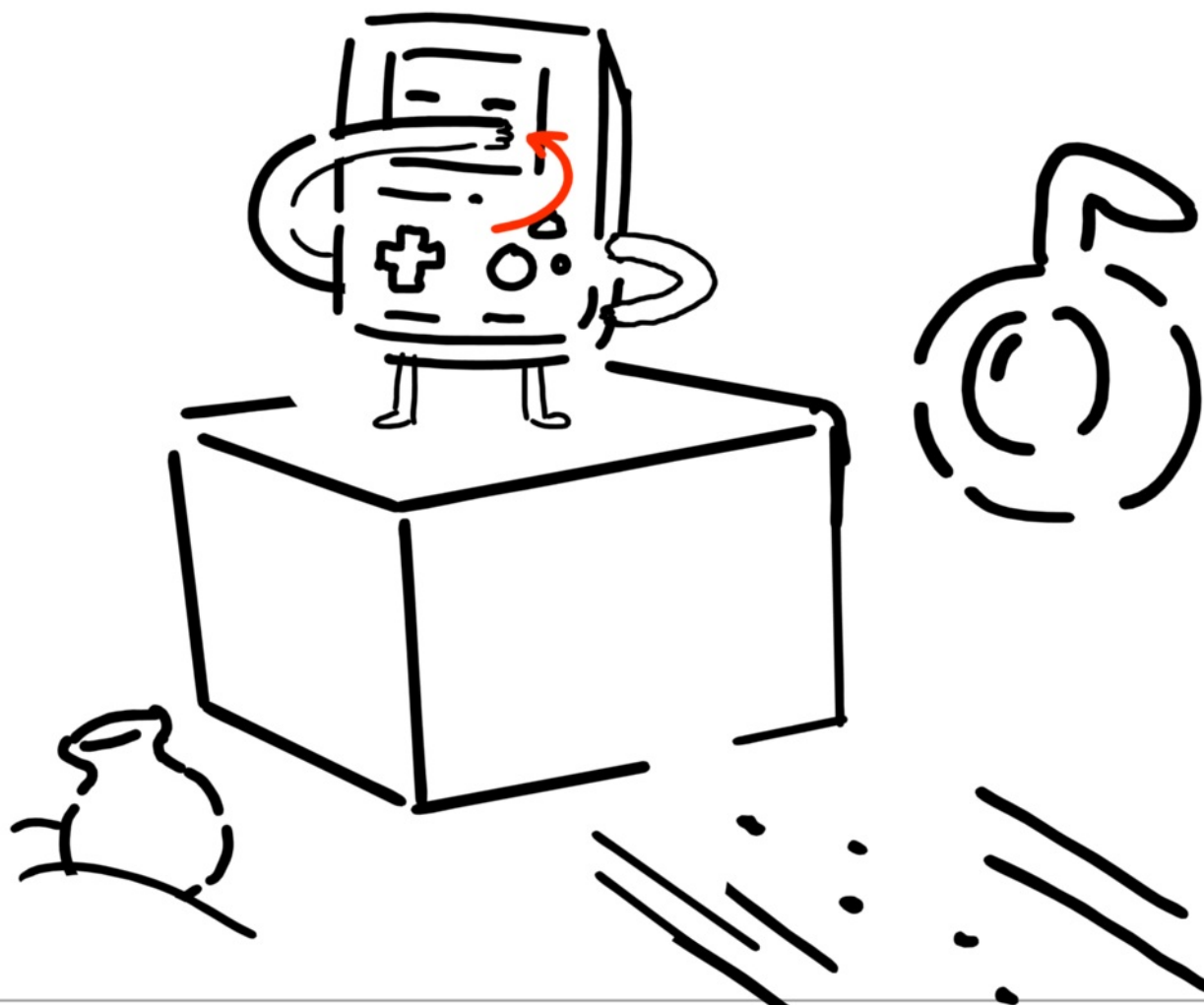
BMO: --when the weary day is done!

Scene	Duration	Panel	Duration
4	09:00	7	01:00



Dialog  
BMO: ptoo!

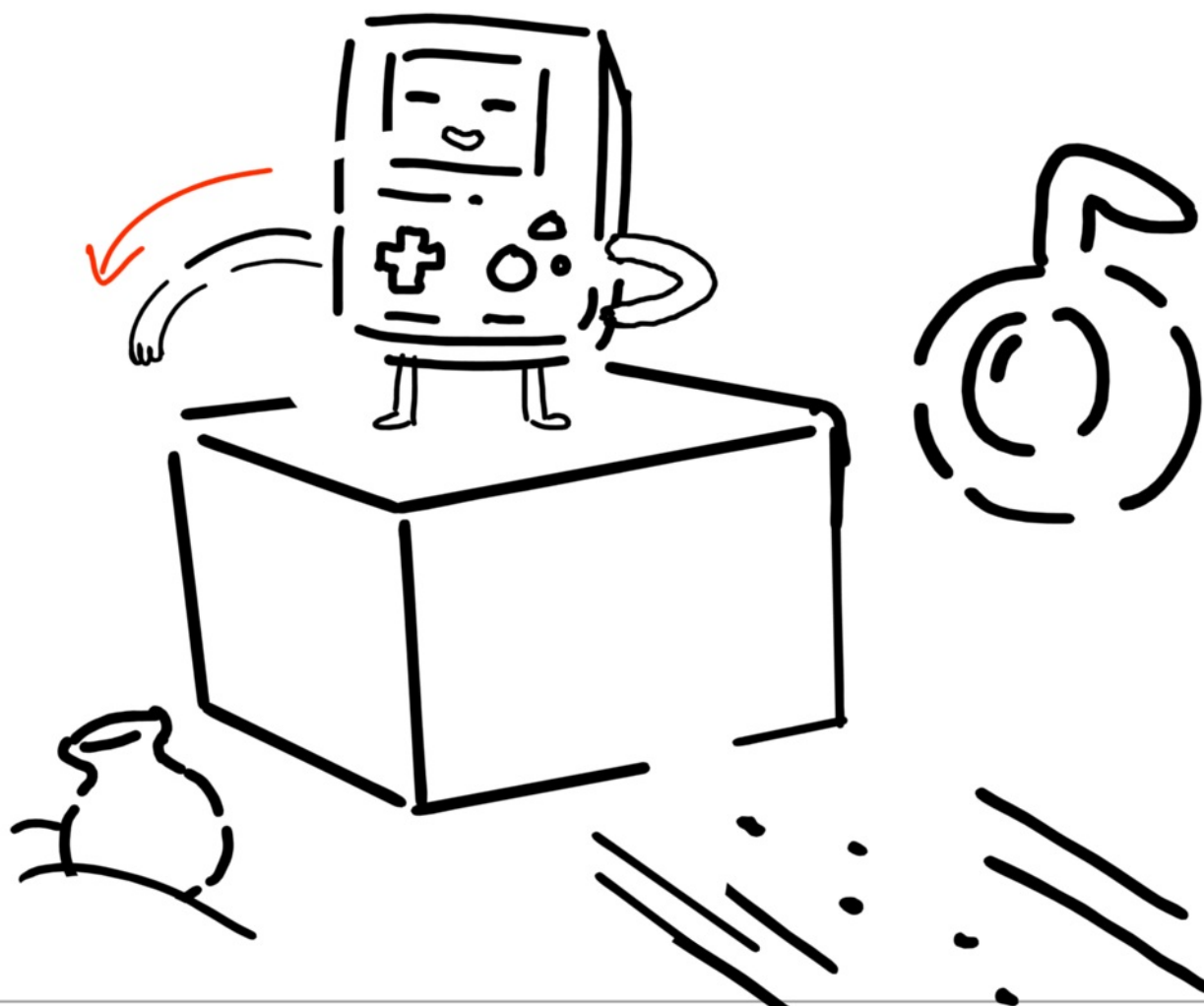
Scene	Duration	Panel	Duration
4	09:00	8	01:00



Action Notes

BMO wipes his mouth

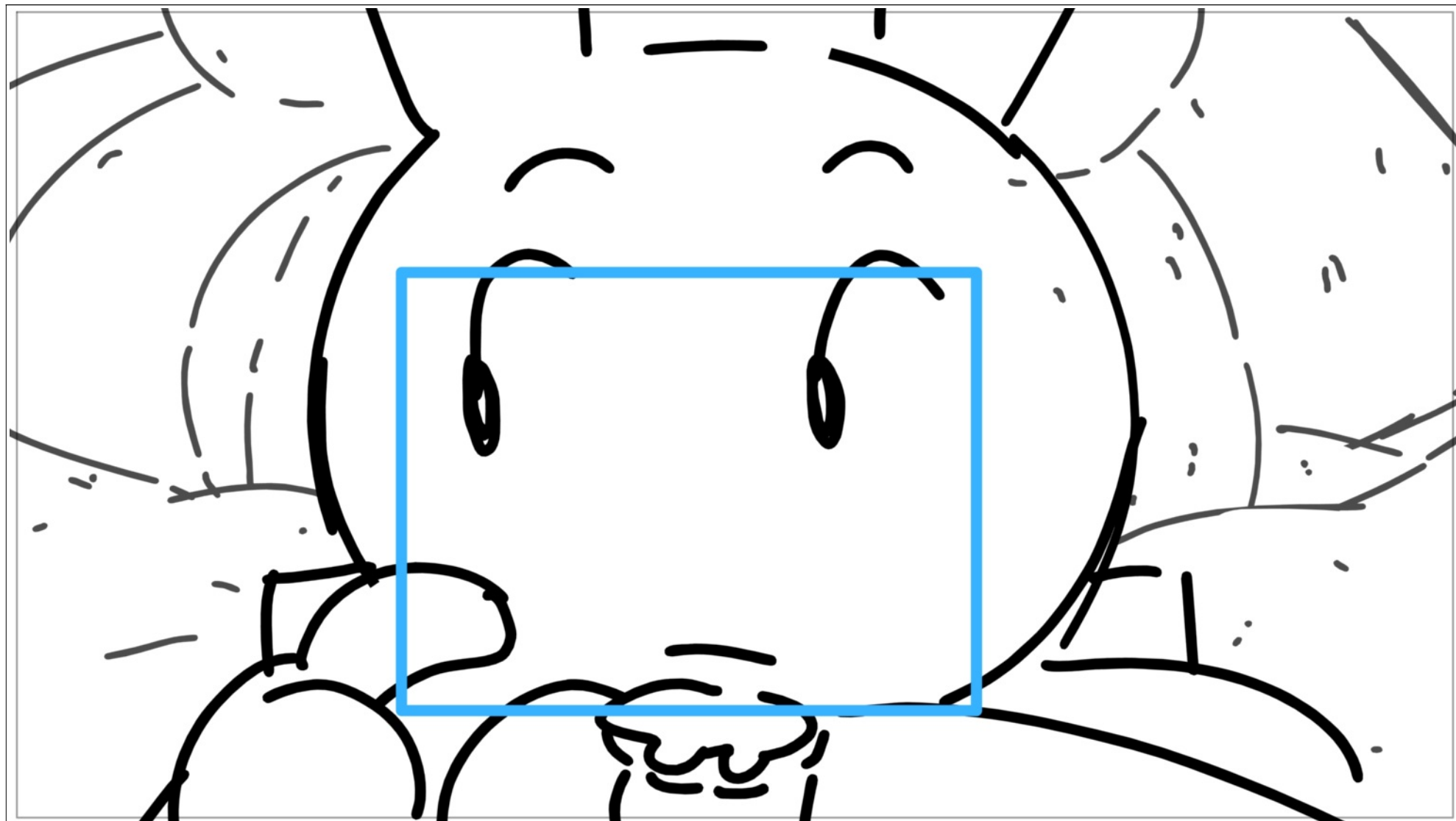
Scene	Duration	Panel	Duration
4	09:00	9	01:00



Action Notes

BMO wipes his mouth

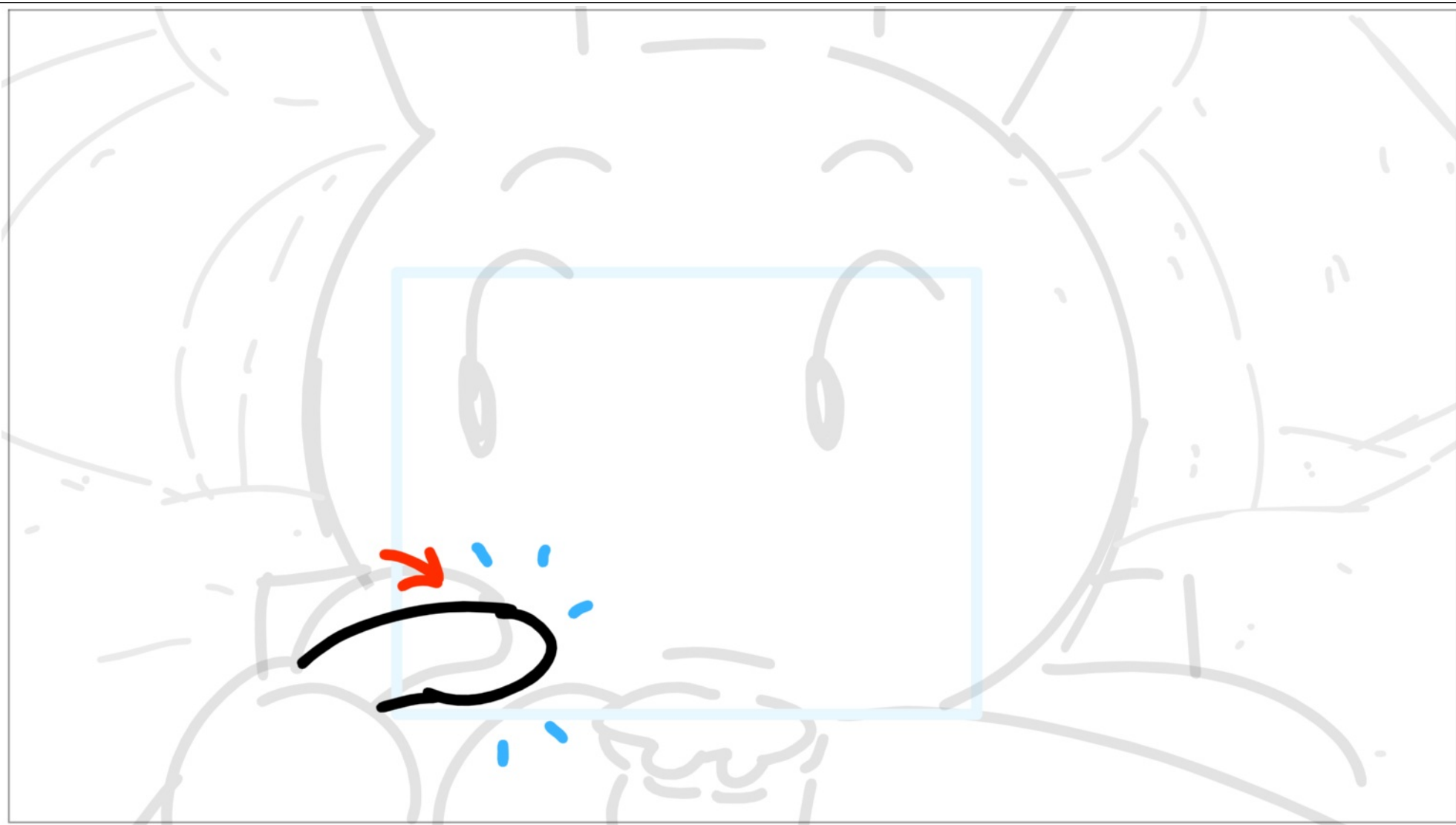
Scene	Duration	Panel	Duration
5	06:00	1	01:00



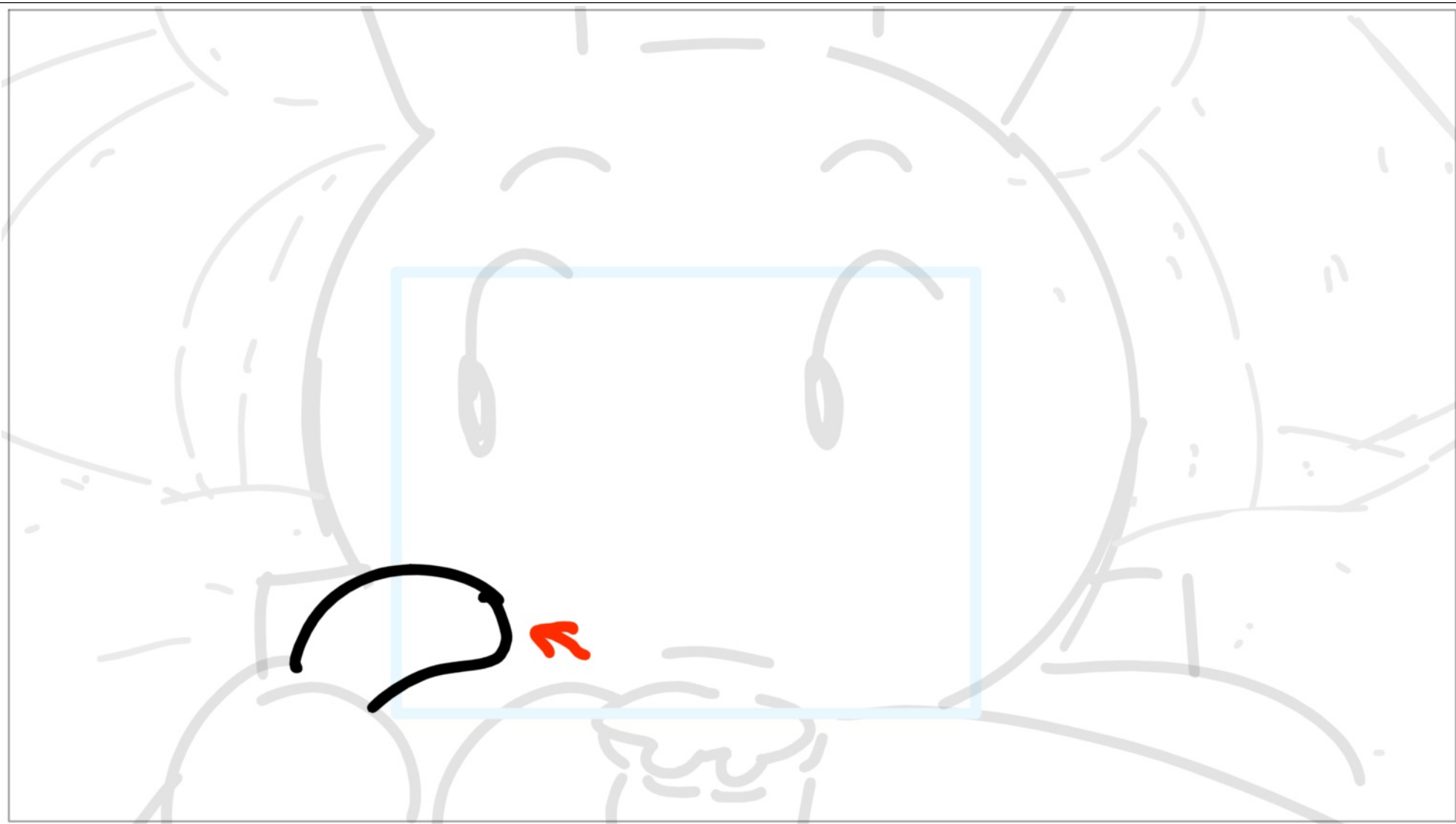
Action Notes

Y5 is taking photos of BMO on her smart watch

Scene	Duration	Panel	Duration
5	06:00	2	01:00

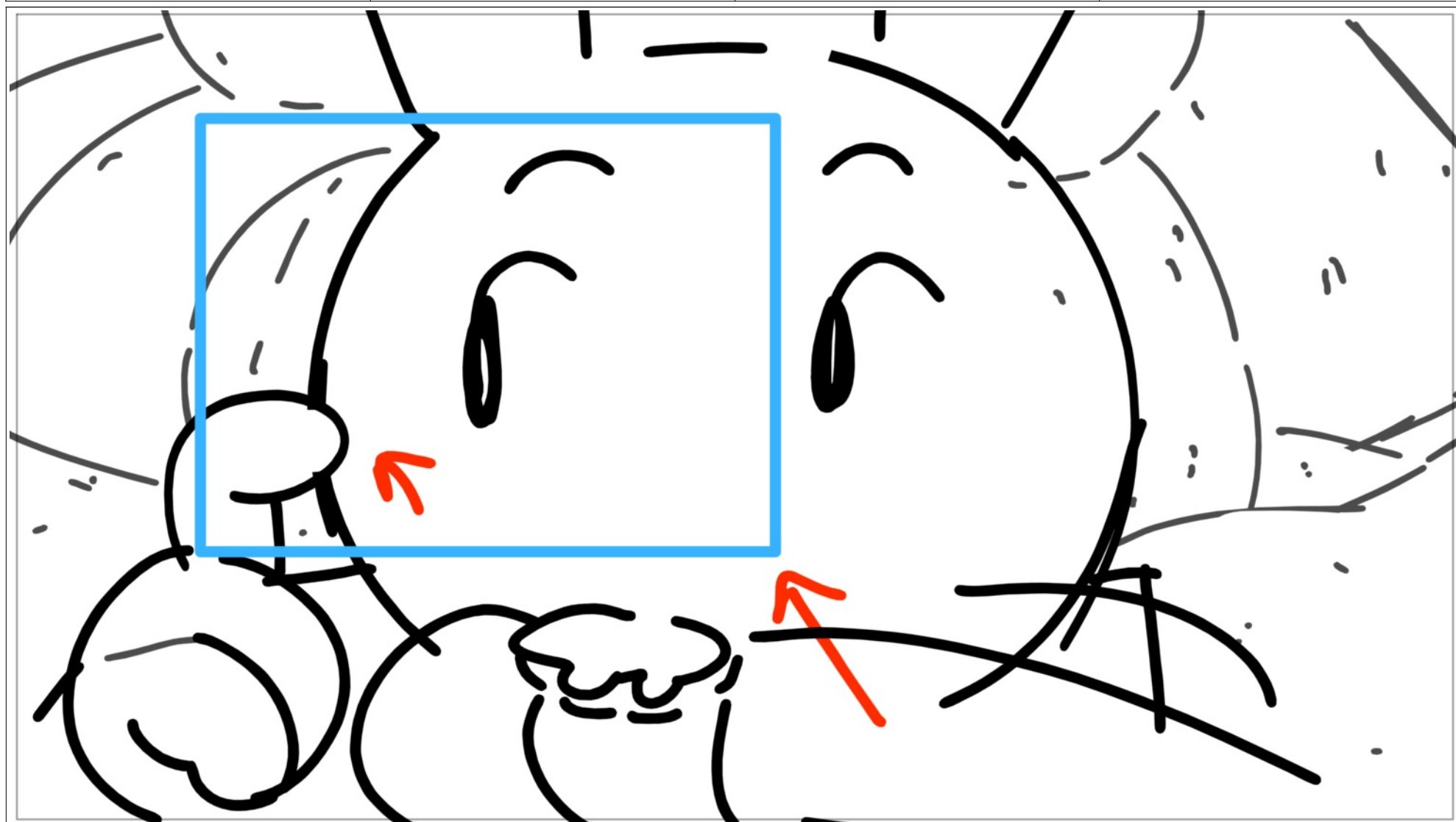


Scene	Duration	Panel	Duration
5	06:00	3	01:00

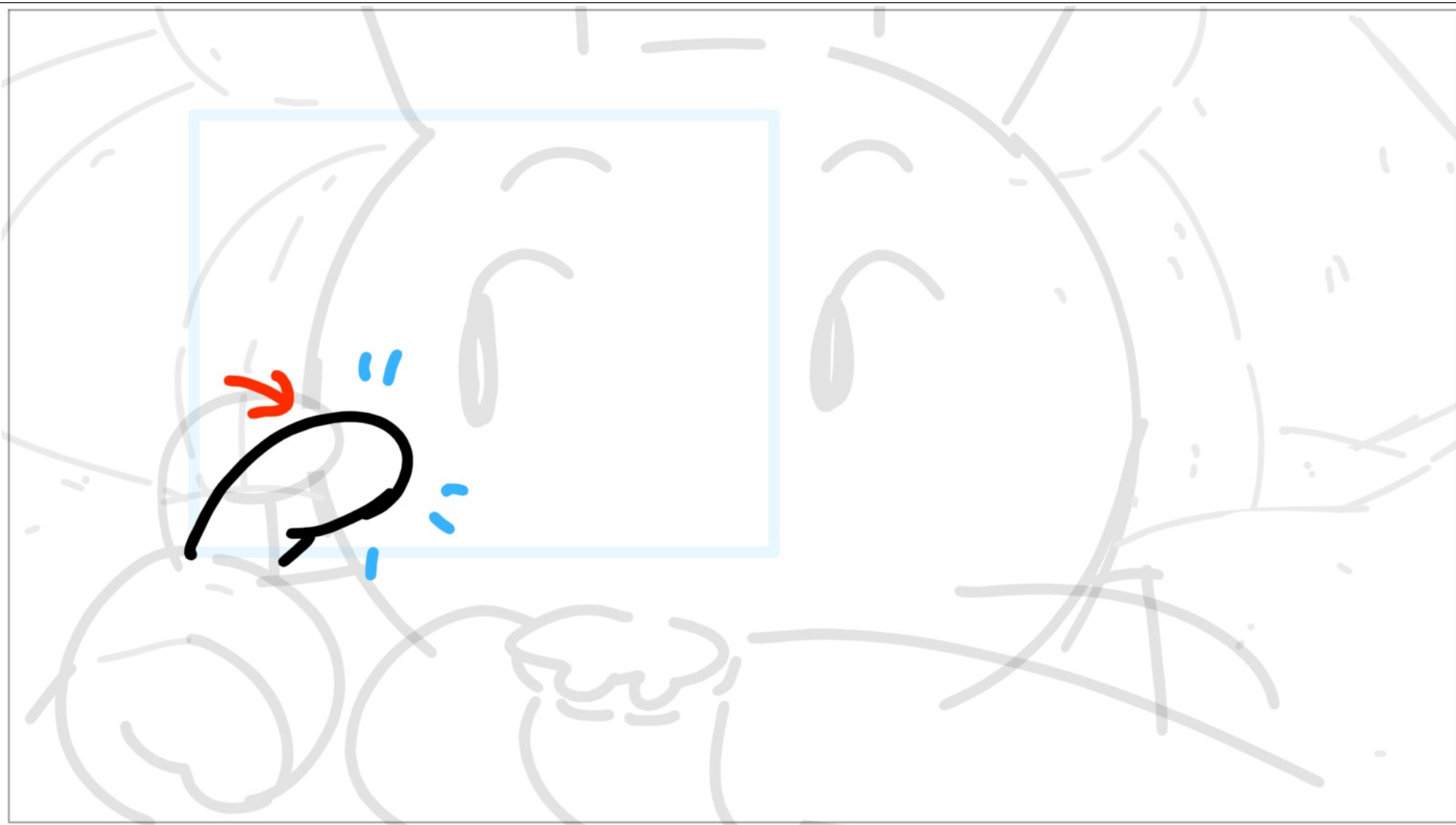




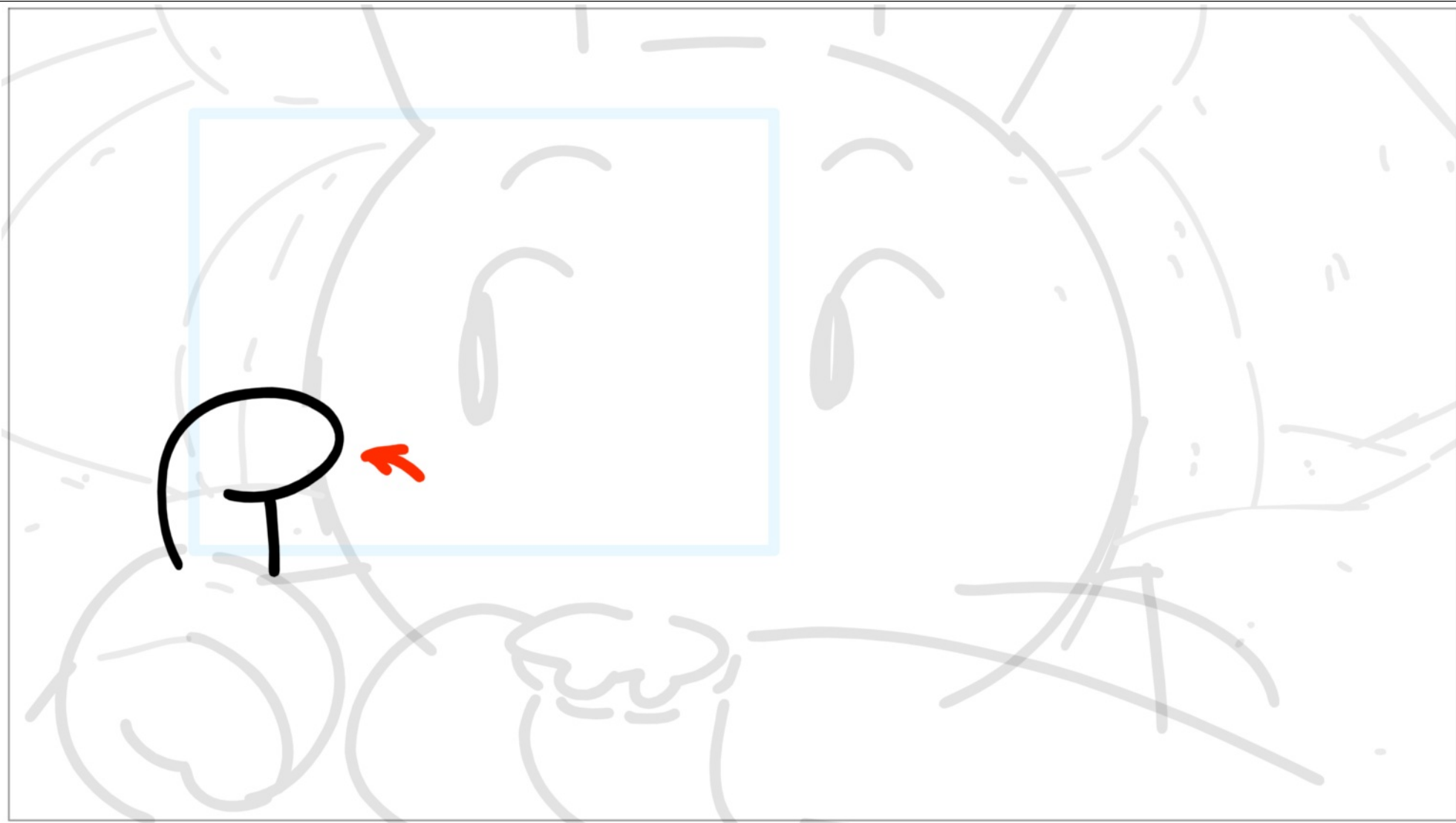
Scene	Duration	Panel	Duration
5	06:00	4	01:00



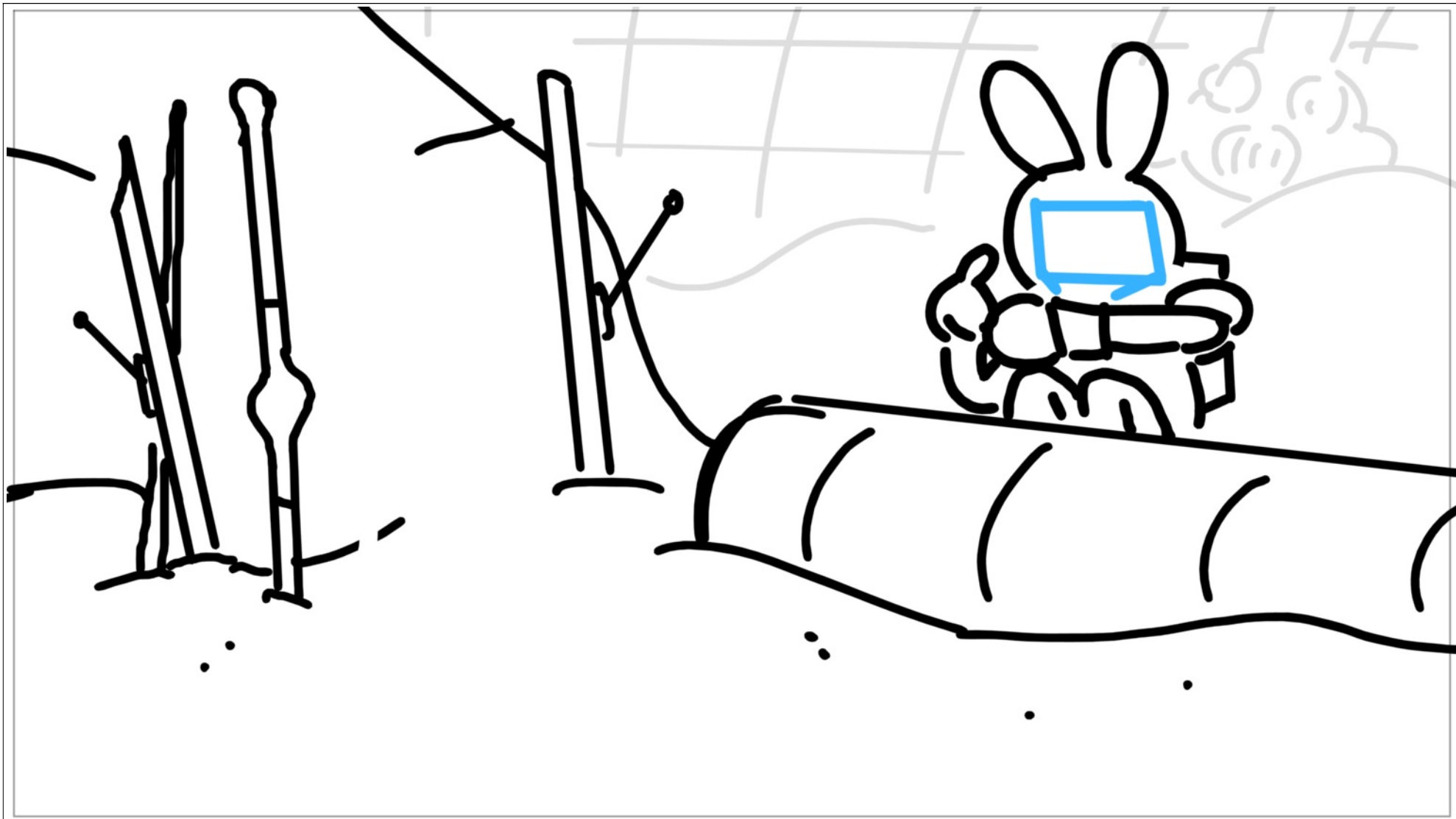
Scene	Duration	Panel	Duration
5	06:00	5	01:00



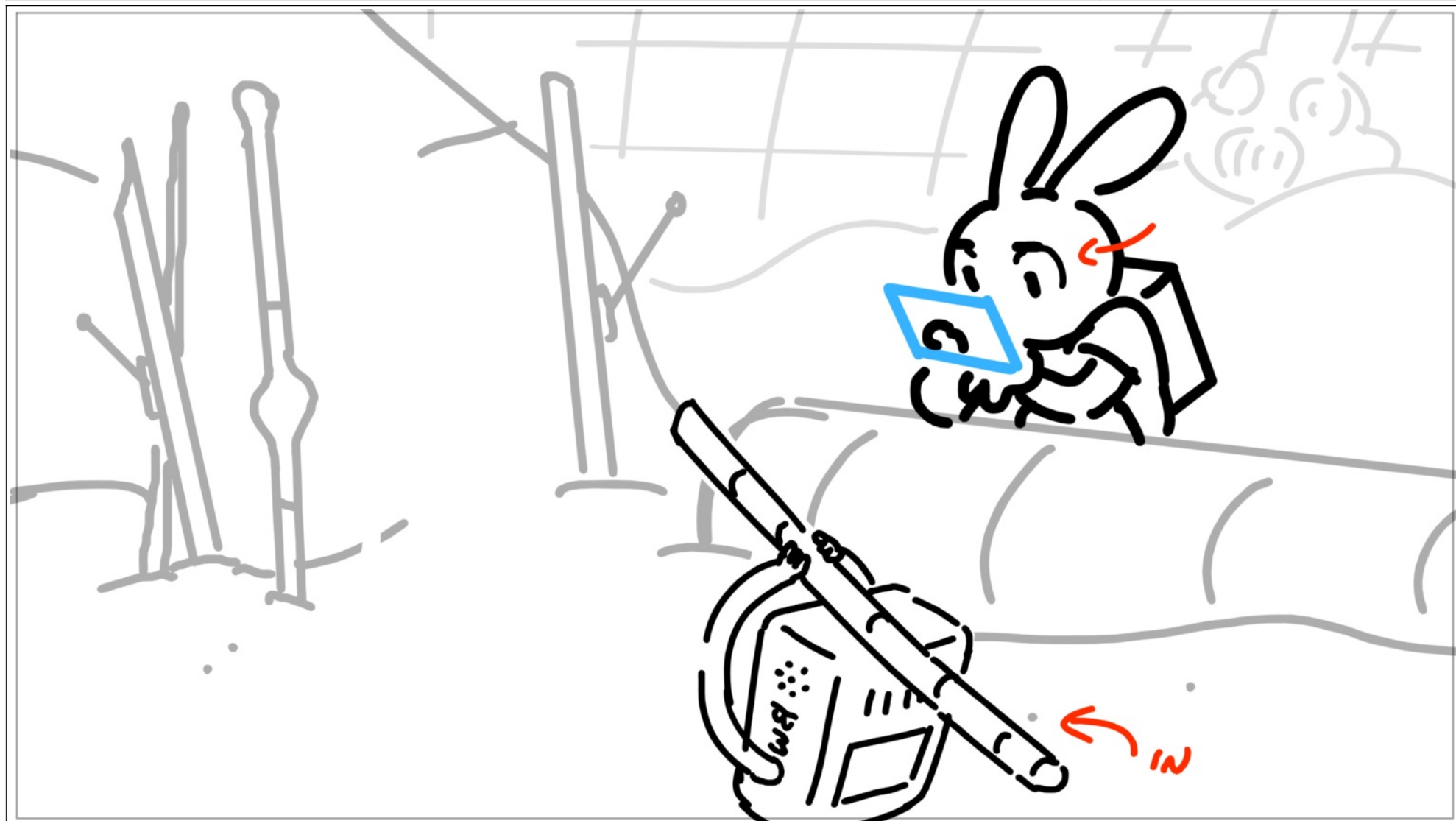
Scene	Duration	Panel	Duration
5	06:00	6	01:00



Scene	Duration	Panel	Duration
6	04:23	1	01:00



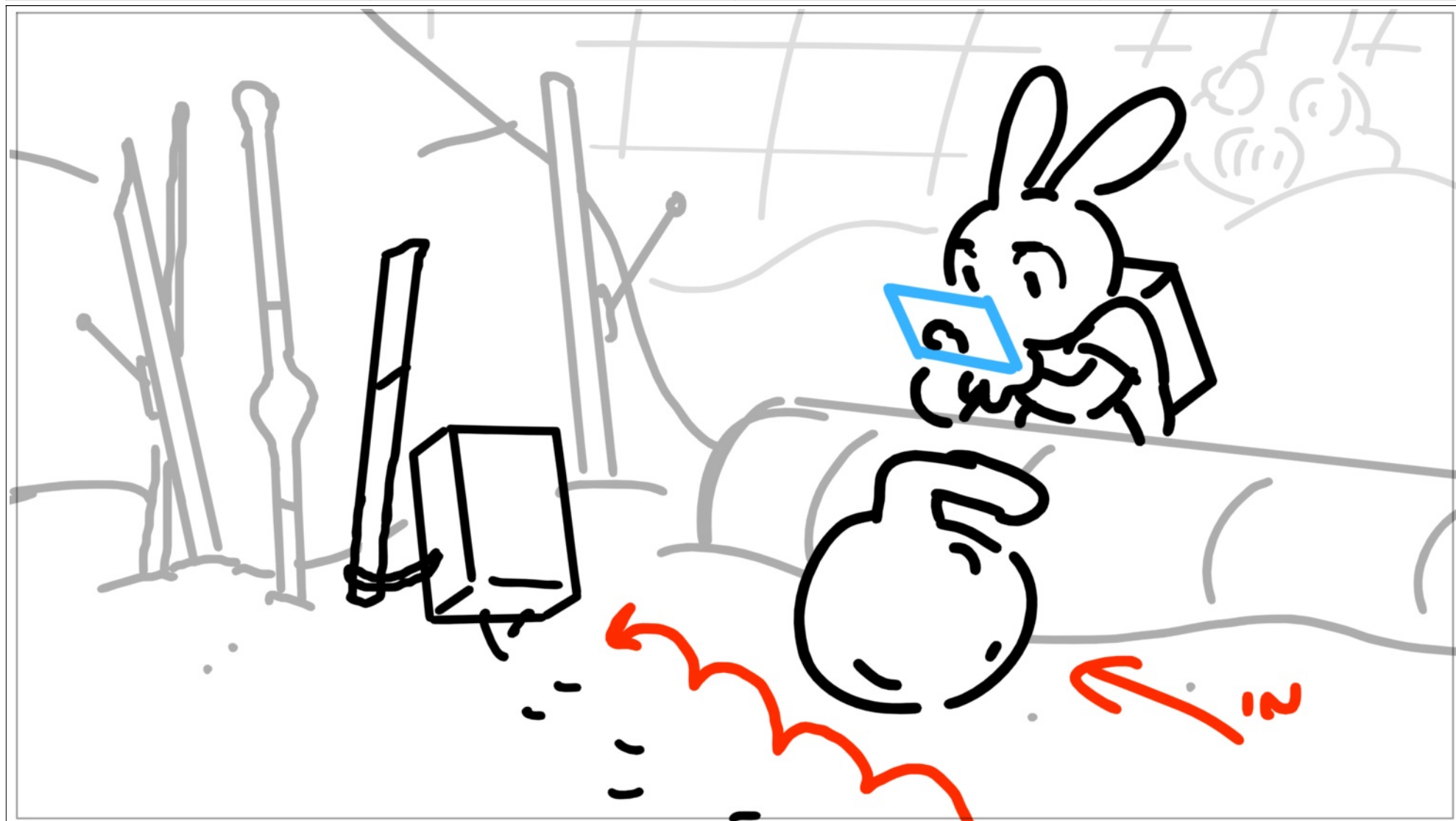
Scene	Duration	Panel	Duration
6	04:23	2	01:00



Dialog

BMO: this is where--

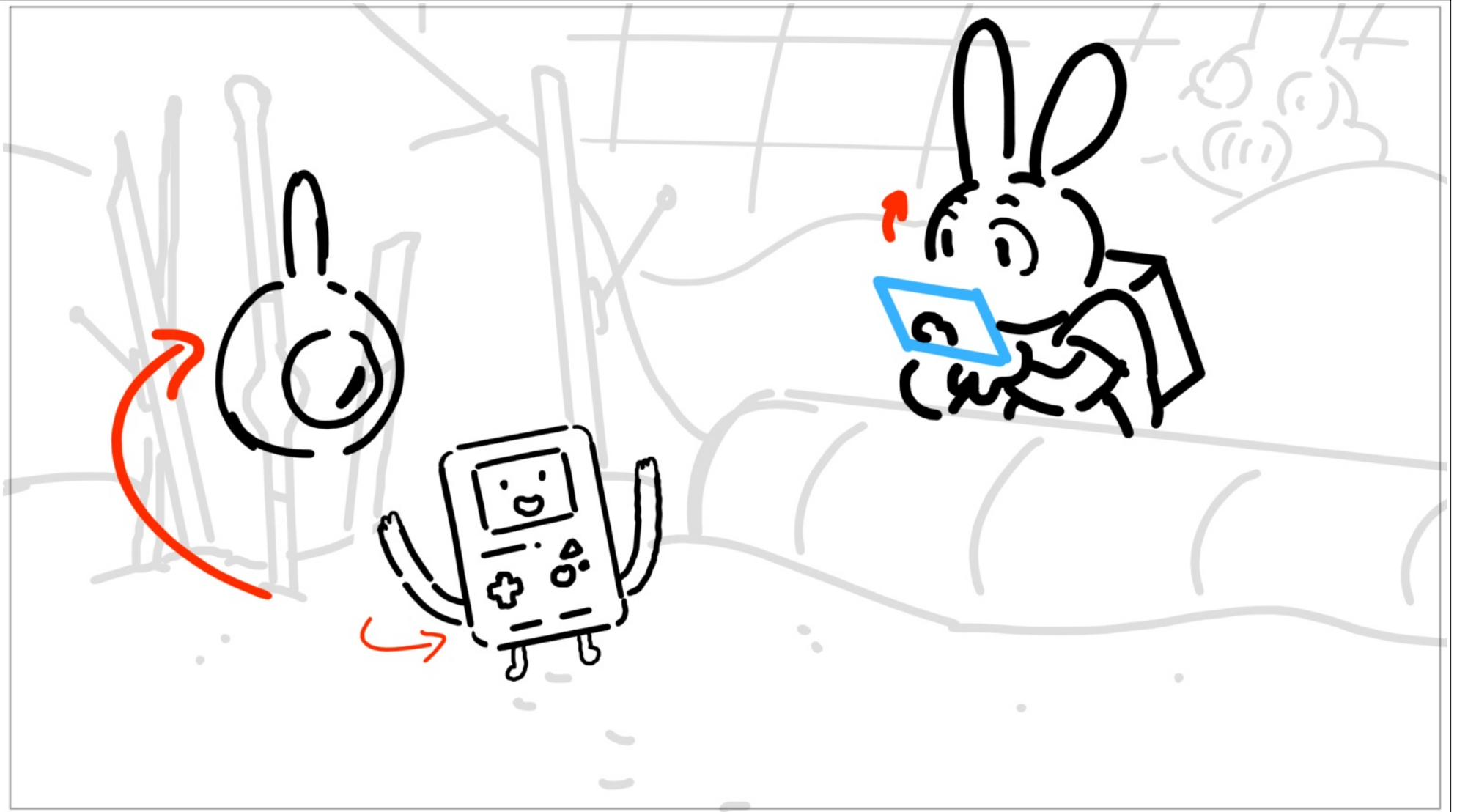
Scene	Duration	Panel	Duration
6	04:23	3	01:00



Dialog

BMO: the bad guys will go--

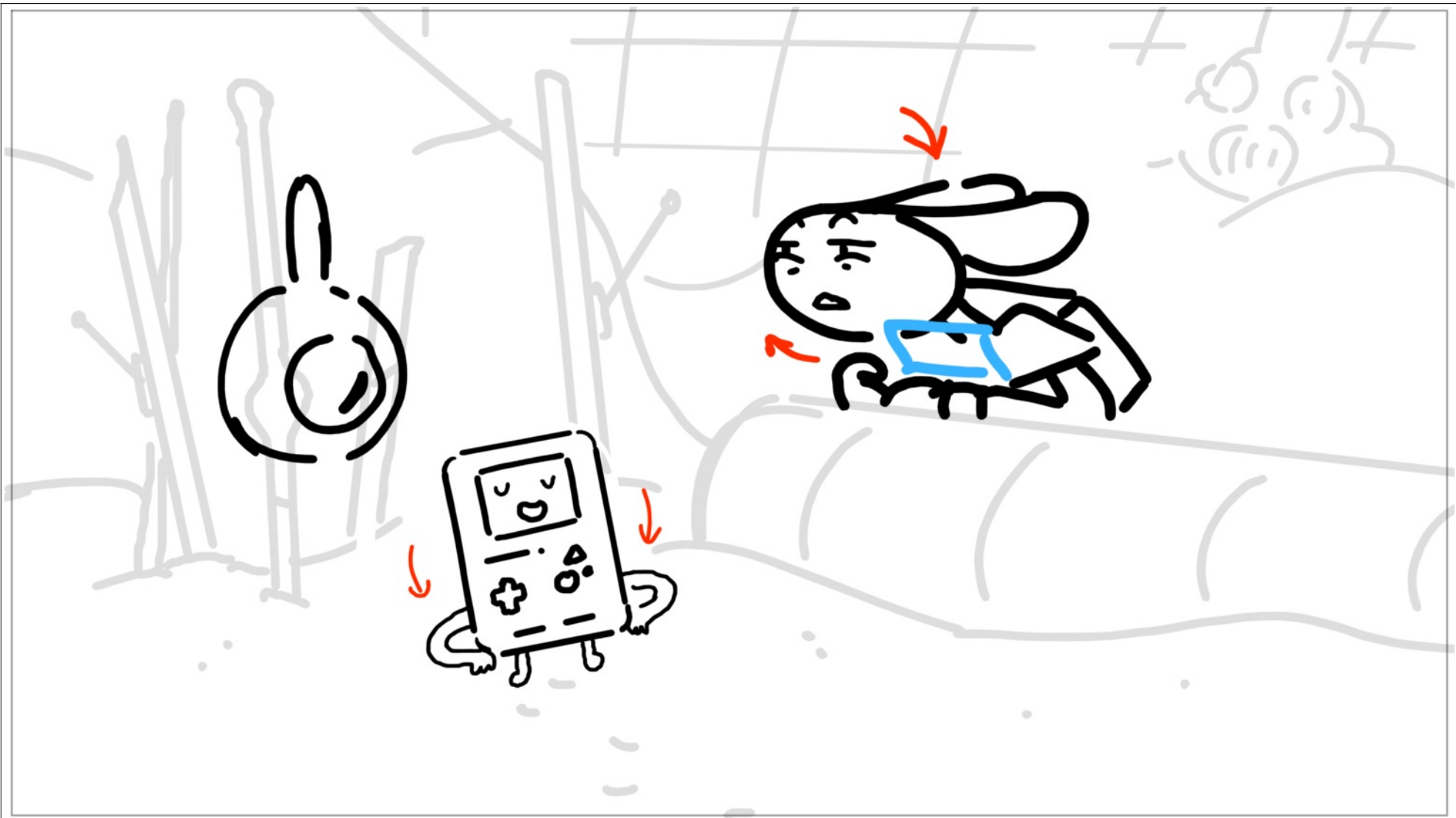
Scene	Duration	Panel	Duration
6	04:23	4	01:00



Dialog  
BMO: after being--

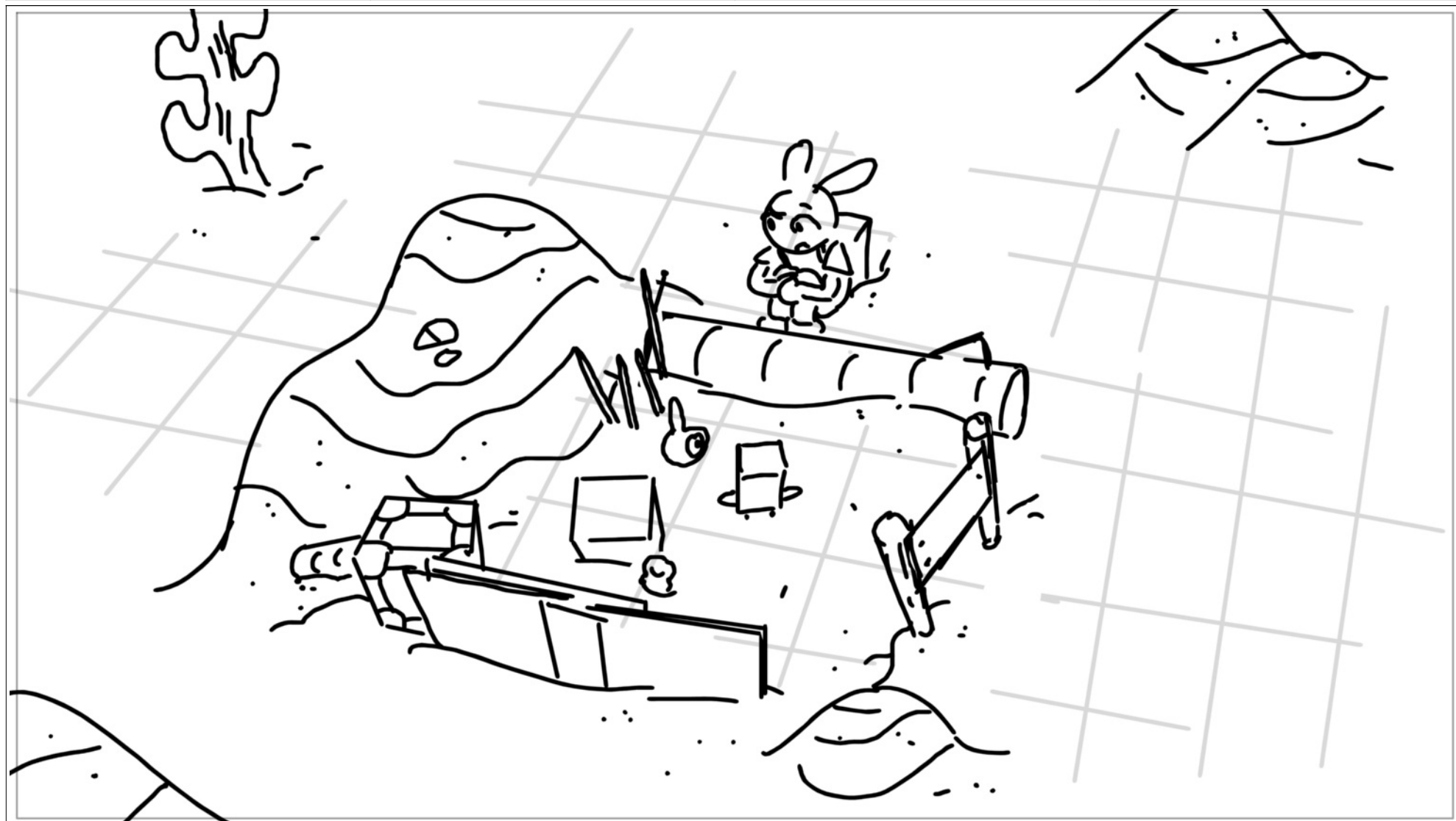


Scene	Duration	Panel	Duration
6	04:23	5	00:23



Dialog  
BMO: apprehended!

Scene	Duration	Panel	Duration
7	03:00	1	01:00



Dialog

Y5: Your customs are so... strange.

Scene	Duration	Panel	Duration
7	03:00	2	01:00



Dialog

Y5: Your customs are so... strange.

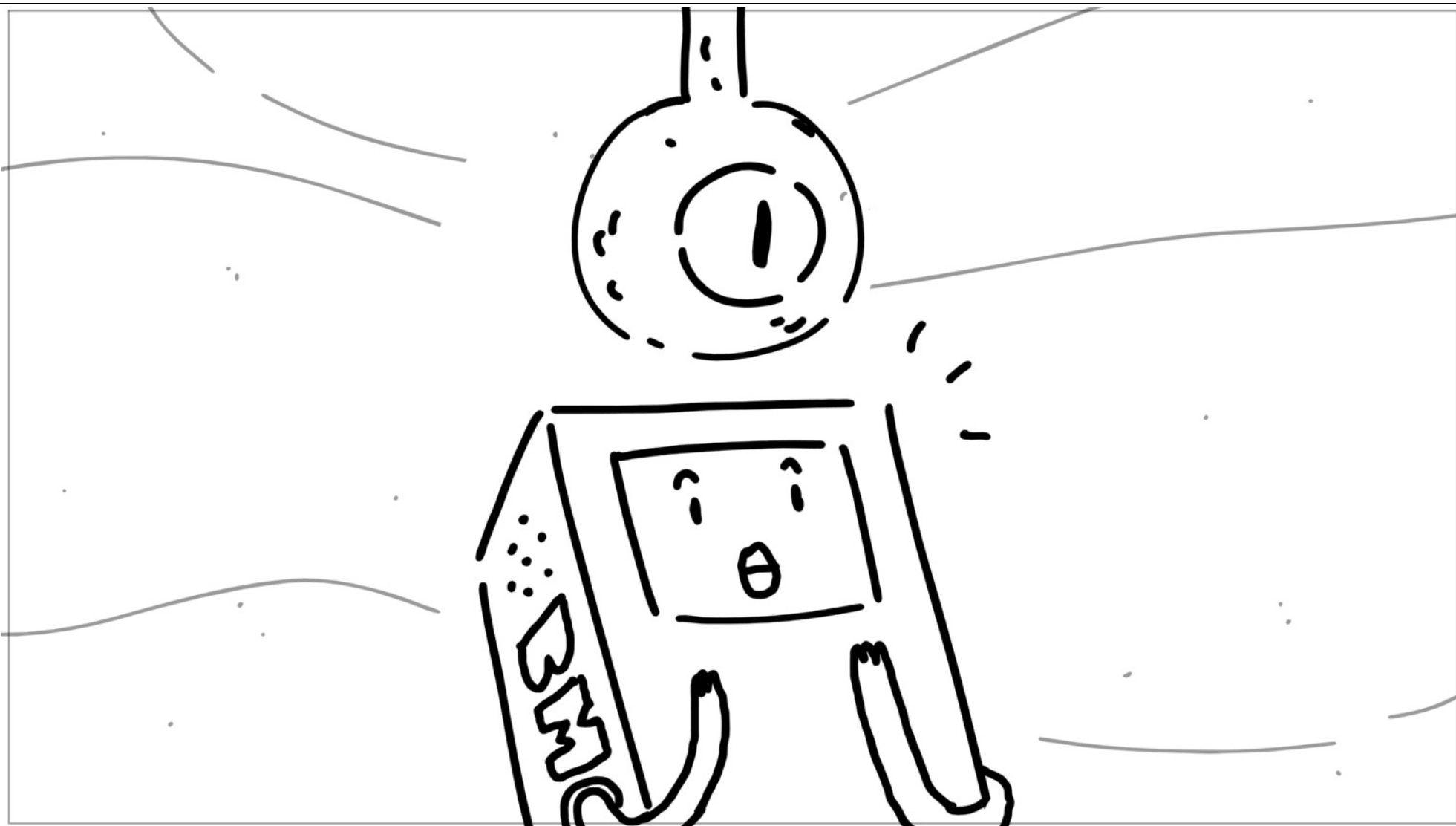
Scene	Duration	Panel	Duration
7	03:00	3	01:00



Dialog

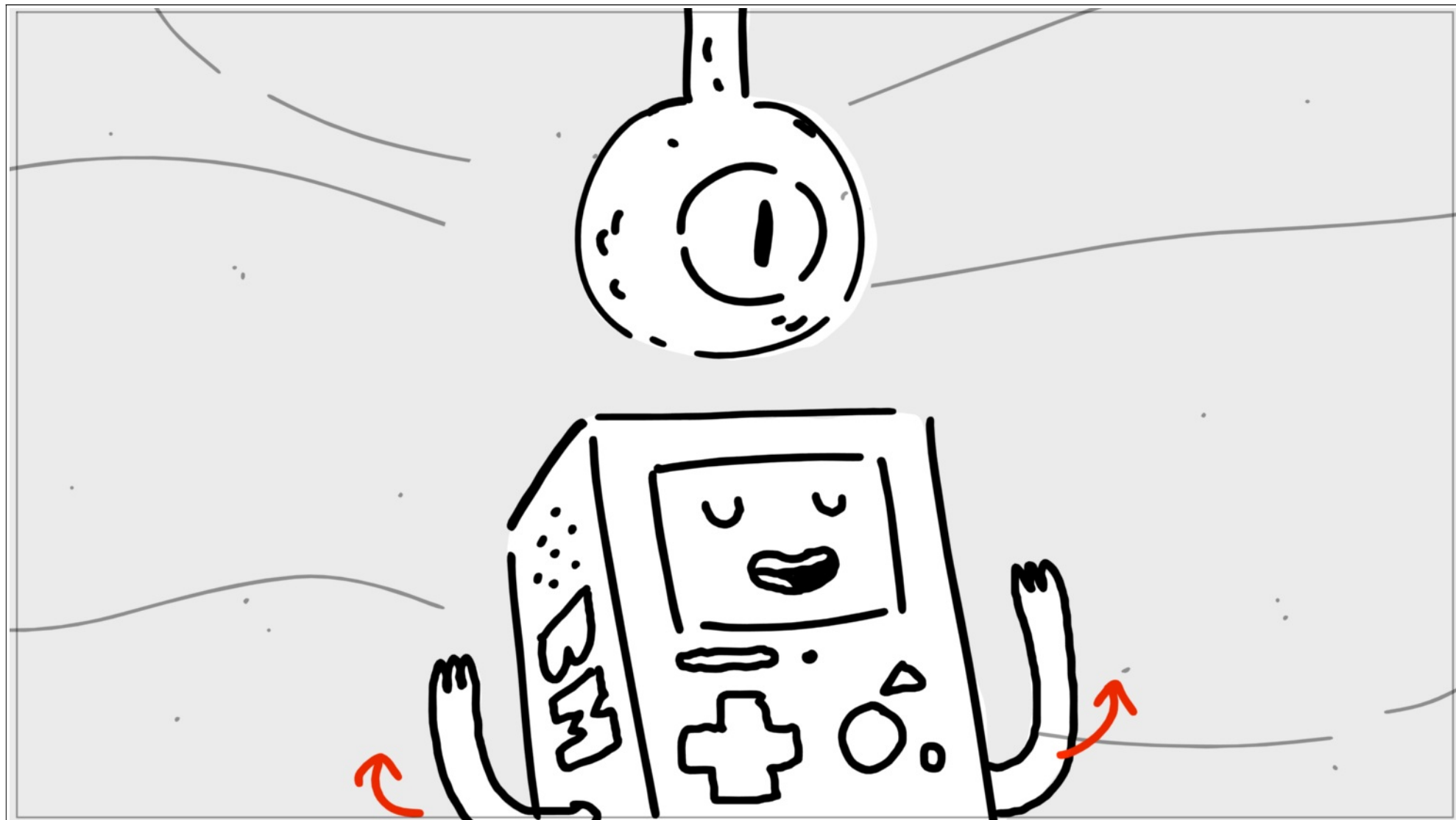
Y5: What was the name of your homeworld again?

Scene	Duration	Panel	Duration
8	08:00	1	01:00



Dialog  
BMO: Oh!

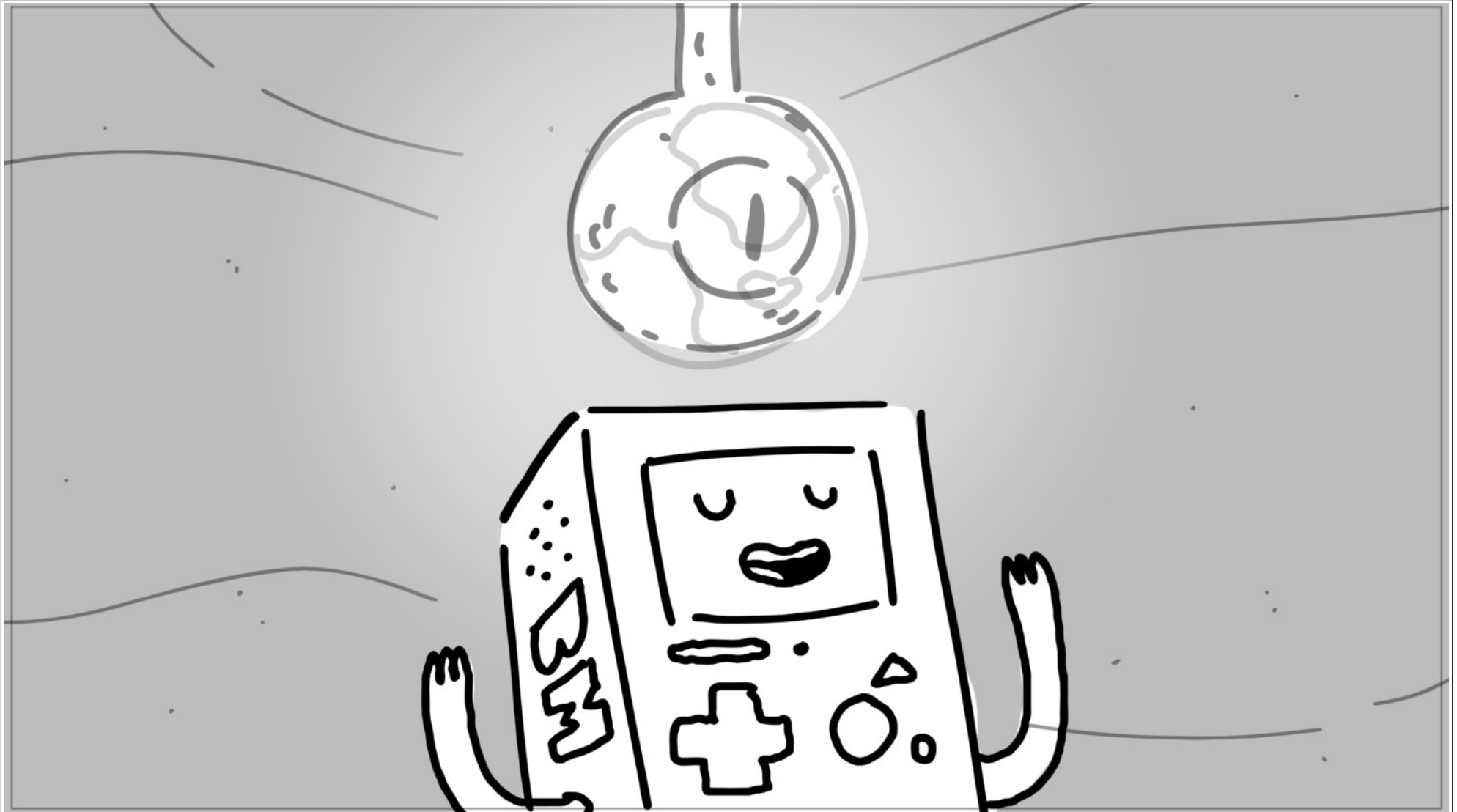
Scene	Duration	Panel	Duration
8	08:00	2	01:00



### Dialog

BMO: it is far from here... a little blue and green planet called...

Scene	Duration	Panel	Duration
8	08:00	3	01:00

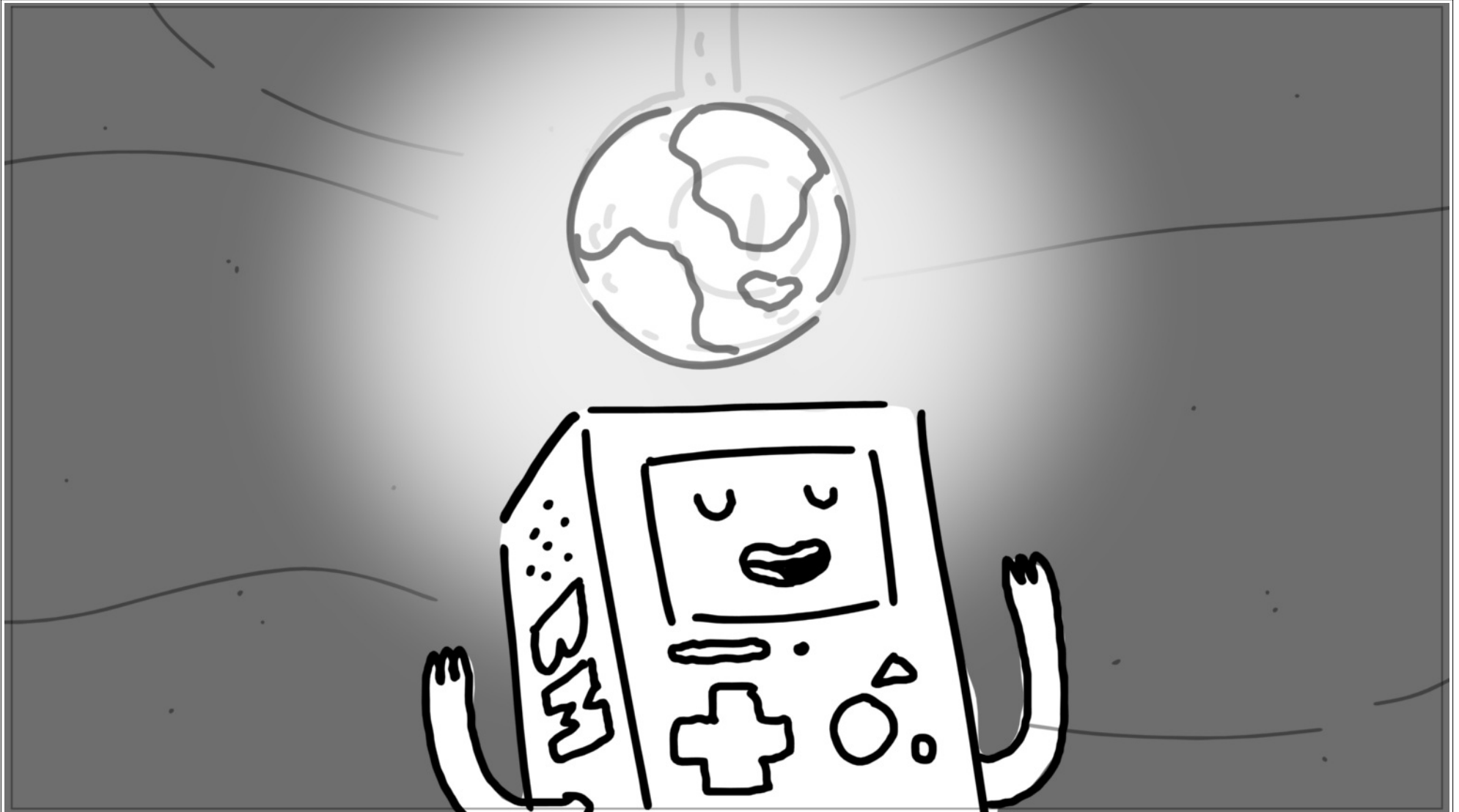


Dialog

BMO: it is far from here... a little blue and green planet called...



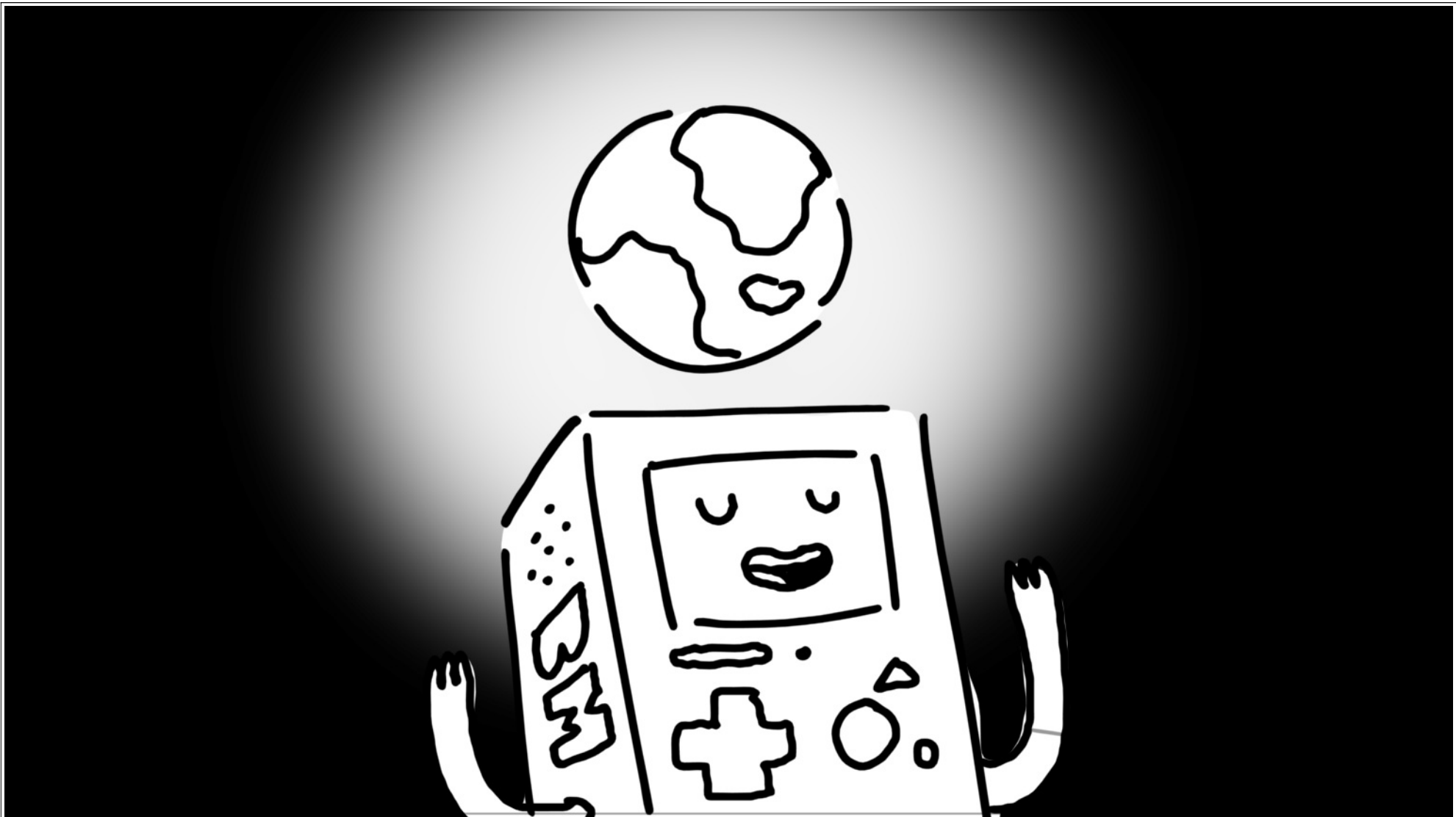
Scene	Duration	Panel	Duration
	8	4	01:00



Dialog

BMO: it is far from here... a little blue and green planet called...

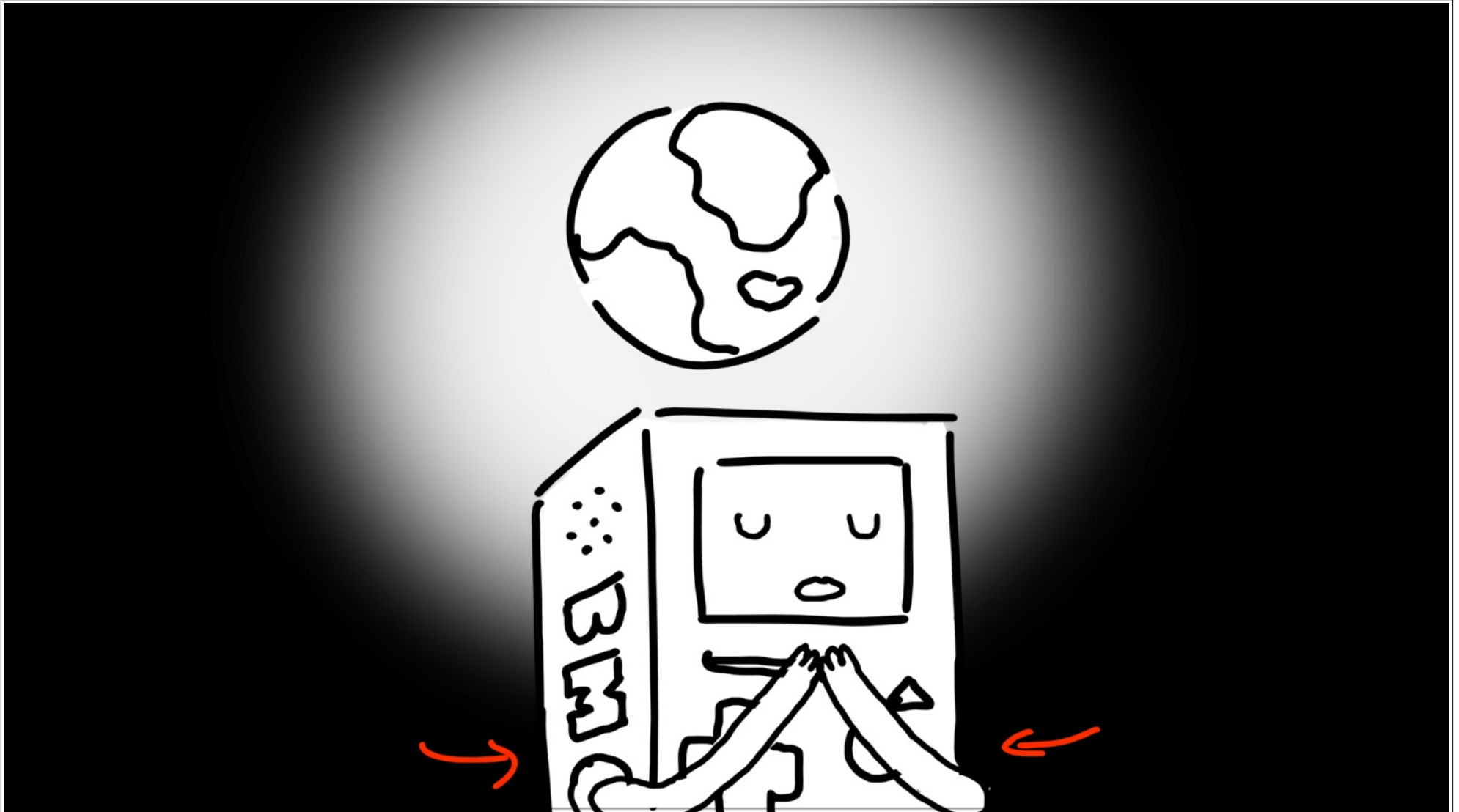
Scene	Duration	Panel	Duration
8	08:00	5	01:00



Dialog

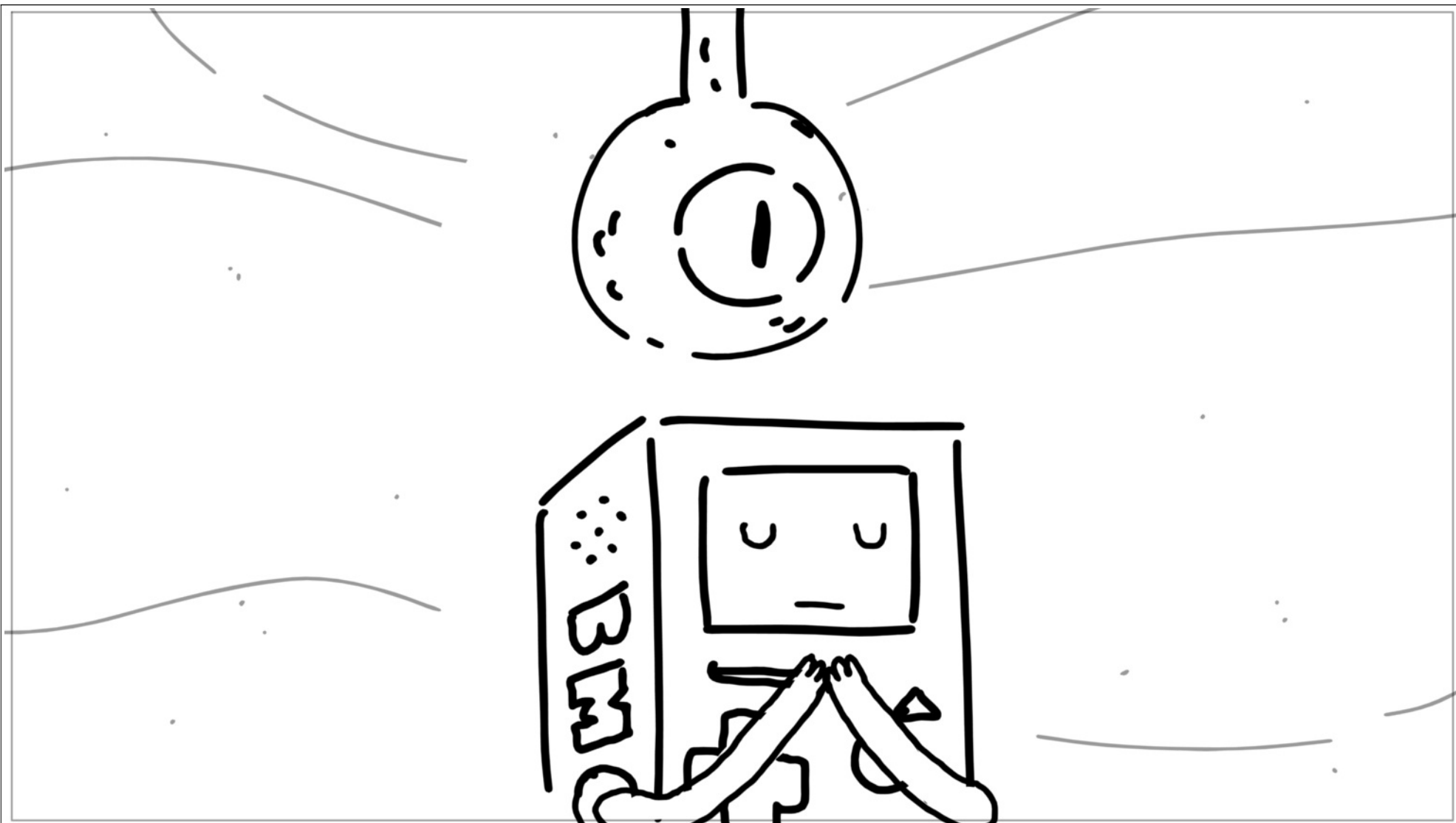
BMO: it is far from here... a little blue and green planet called...

Scene	Duration	Panel	Duration
8	08:00	6	01:00



Dialog  
BMO: ... "BMO World".

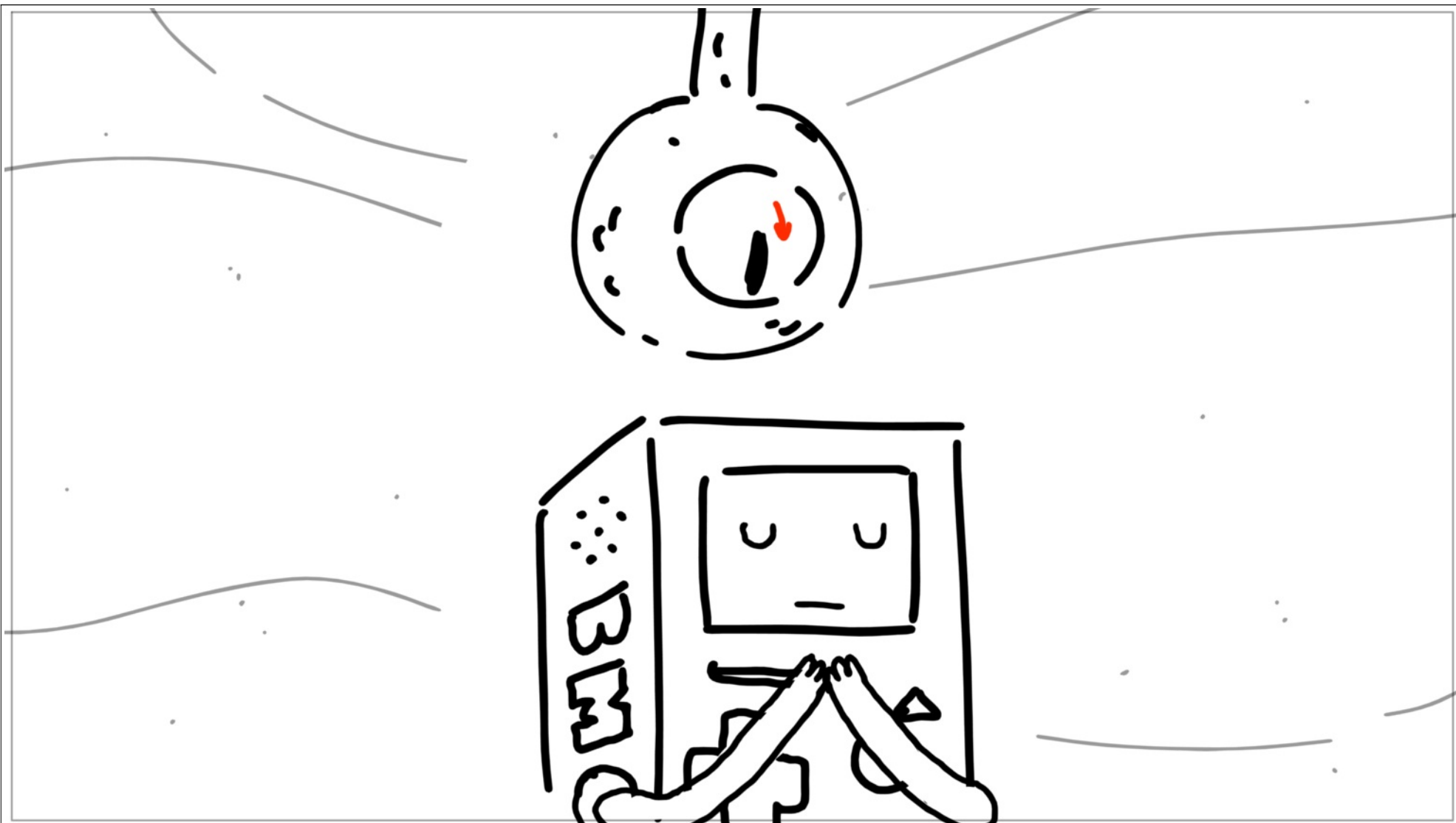
Scene	Duration	Panel	Duration
	8	08:00	7
			01:00



Action Notes

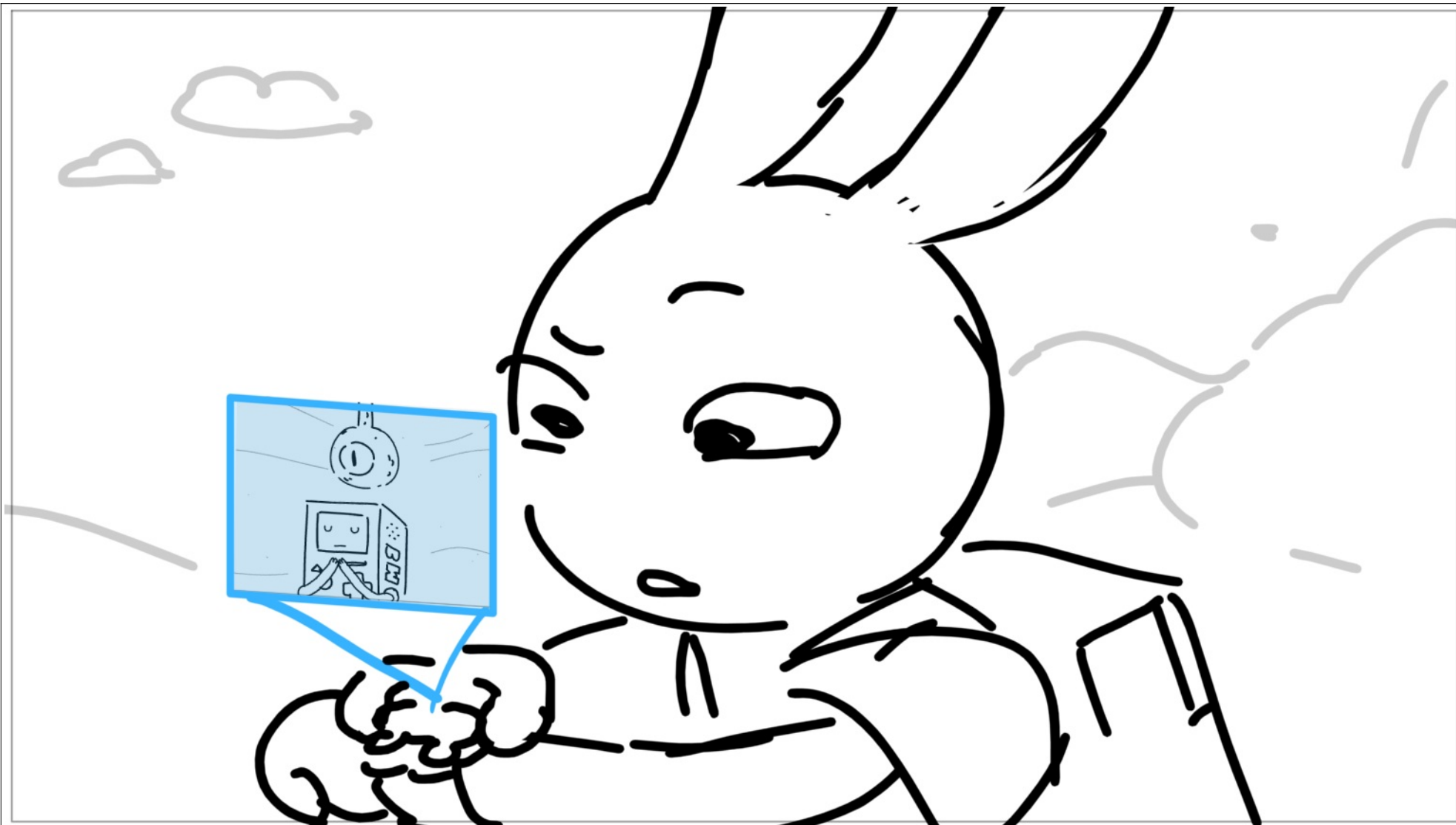
Olive & normal background pops back into view

Scene	Duration	Panel	Duration
8	08:00	8	01:00



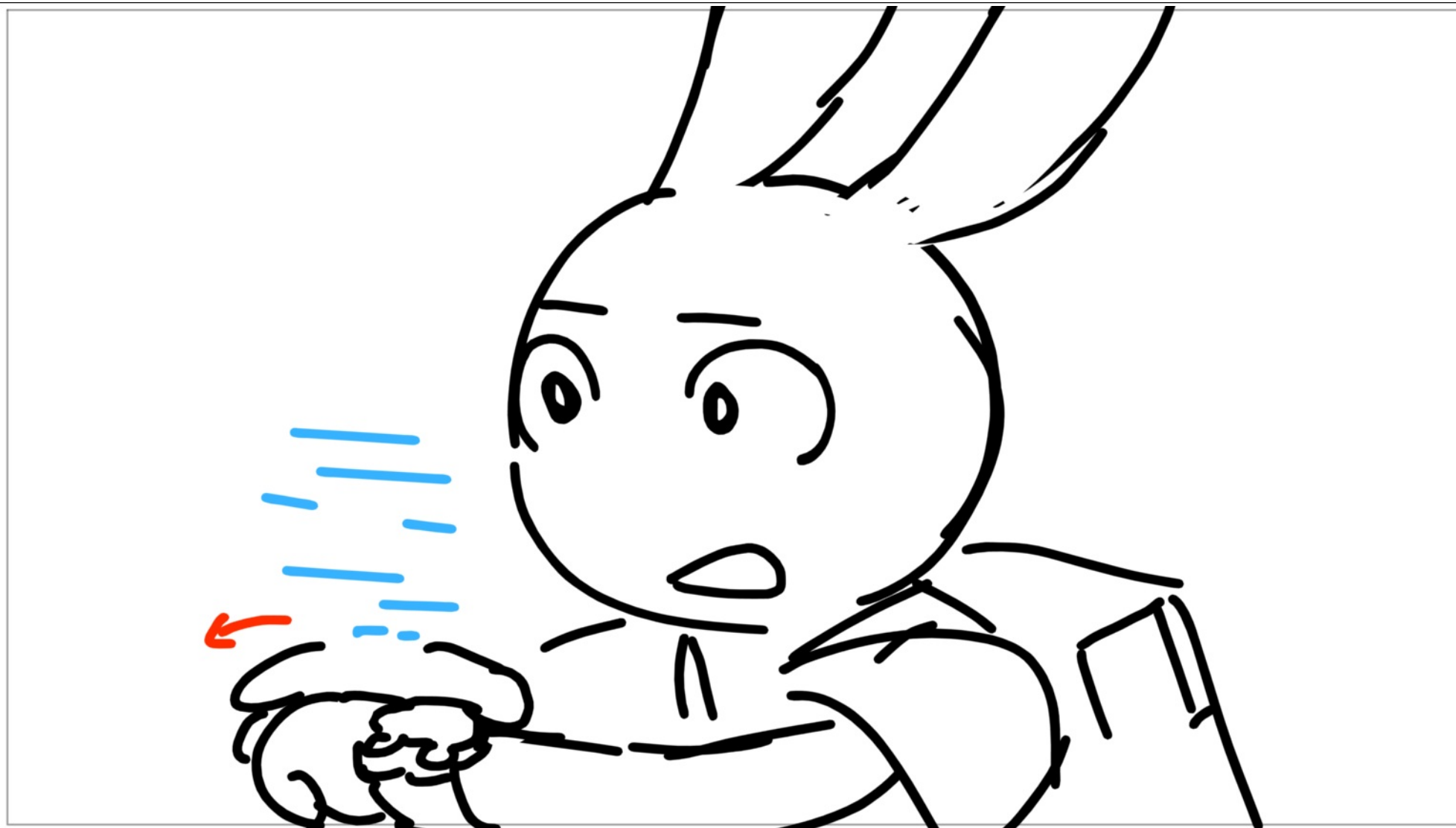
Action Notes  
Olive looks down

Scene	Duration	Panel	Duration
9	04:00	1	01:00



Dialog  
Y5: rrrrrrrright.

Scene	Duration	Panel	Duration
9	04:00	2	01:00



Dialog  
Y5: rrrrrrrright.



Scene	Duration	Panel	Duration
9	04:00	3	01:00



Dialog

Y5: what I don't get is why this droid brought you here.

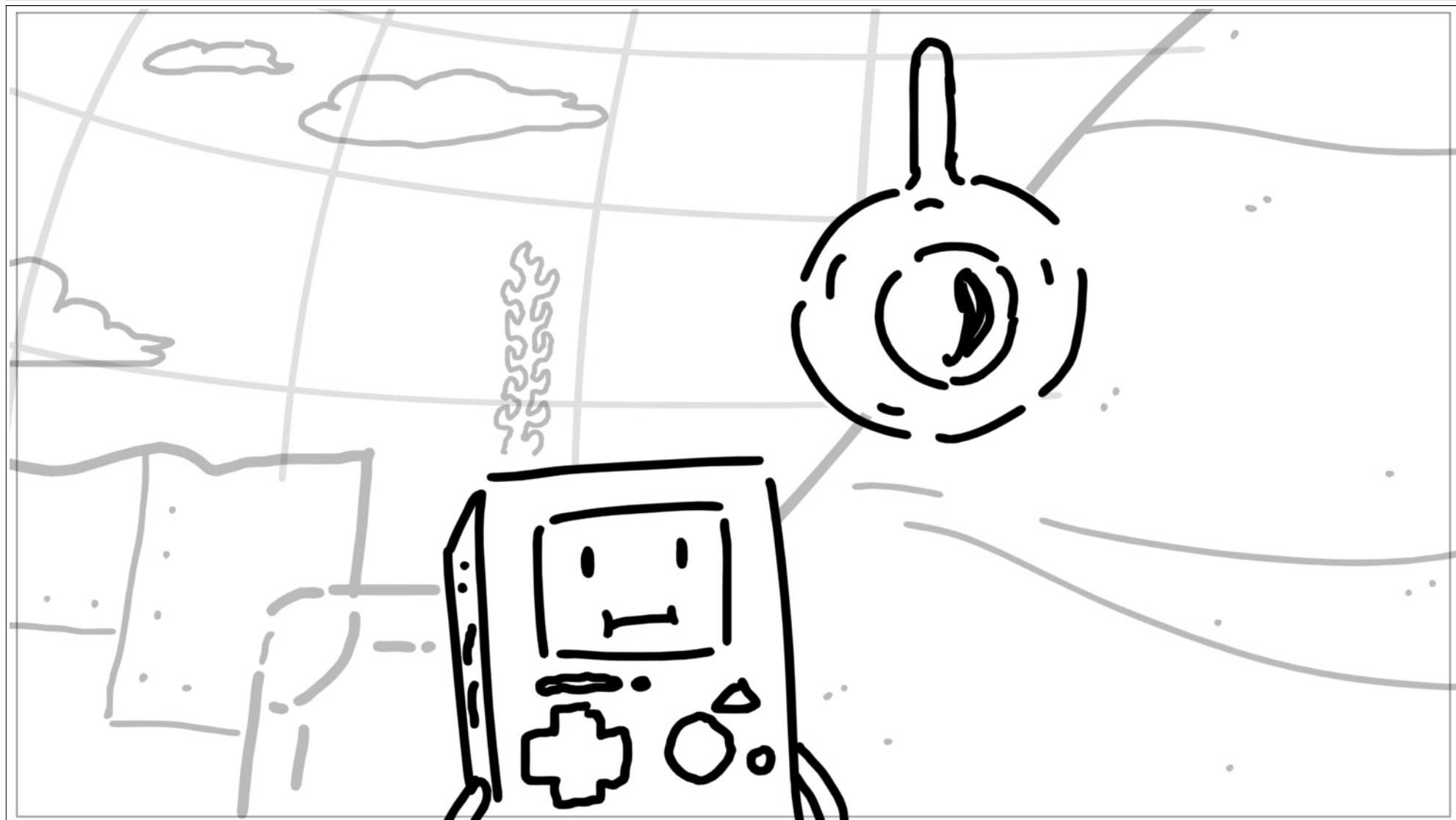
Scene	Duration	Panel	Duration
9	04:00	4	01:00



Dialog

Y5: what I don't get is why this droid brought you here.

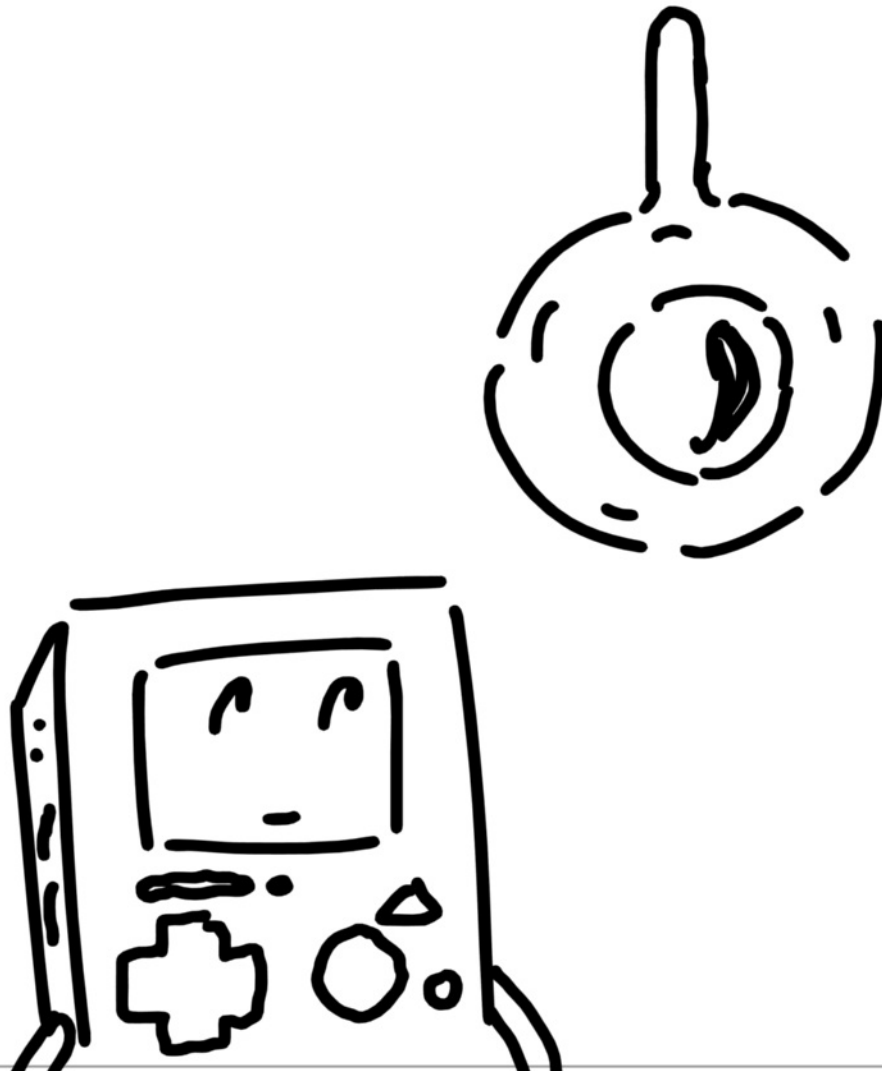
Scene	Duration	Panel	Duration
10	03:00	1	01:00



Dialog

Y5: (os) it's just sorta following you around.

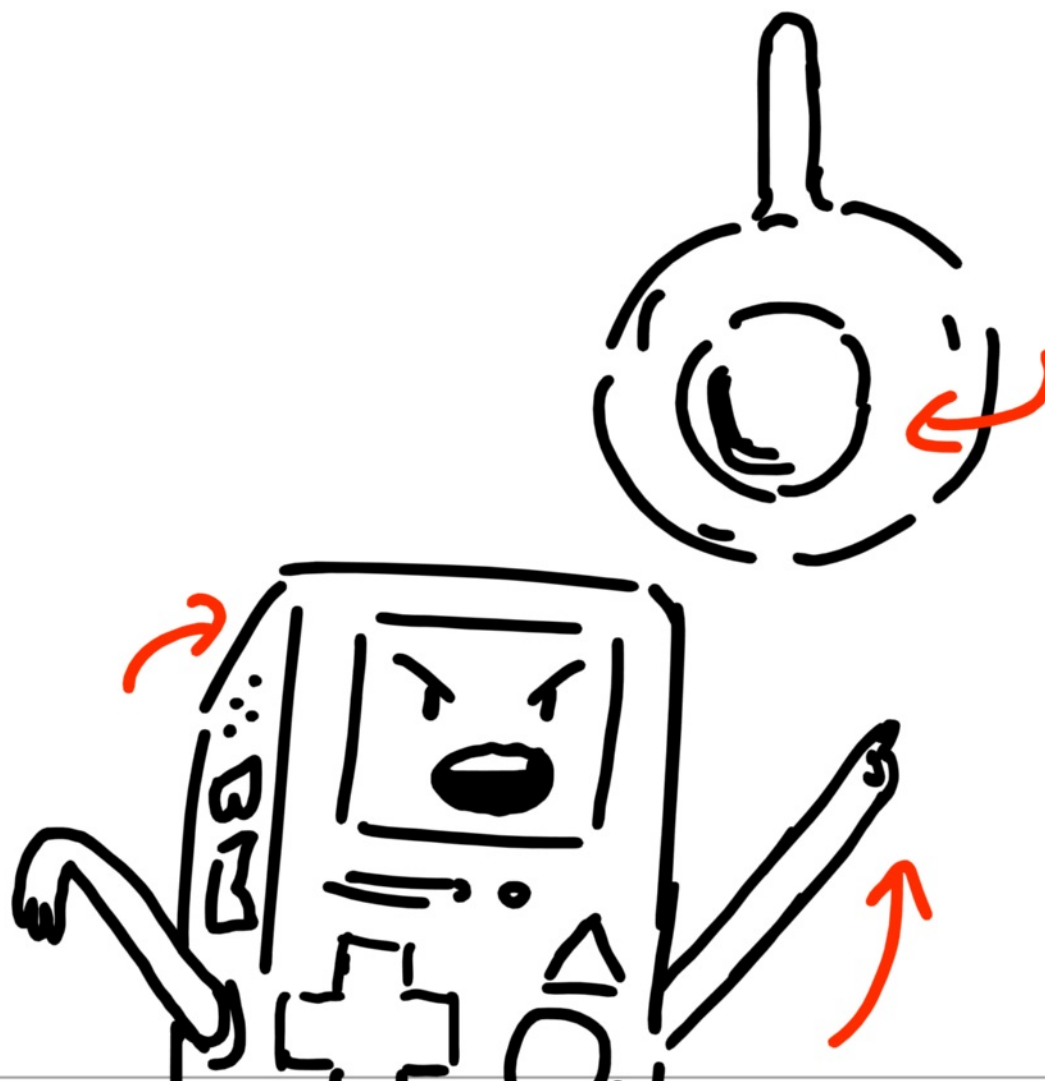
Scene	Duration	Panel	Duration
10	03:00	2	01:00



BG/SA

Dialog  
Y5: maybe it's...malfunctioning

Scene	Duration	Panel	Duration
10	03:00	3	01:00



Dialog

BMO: Hey watch your mouth!

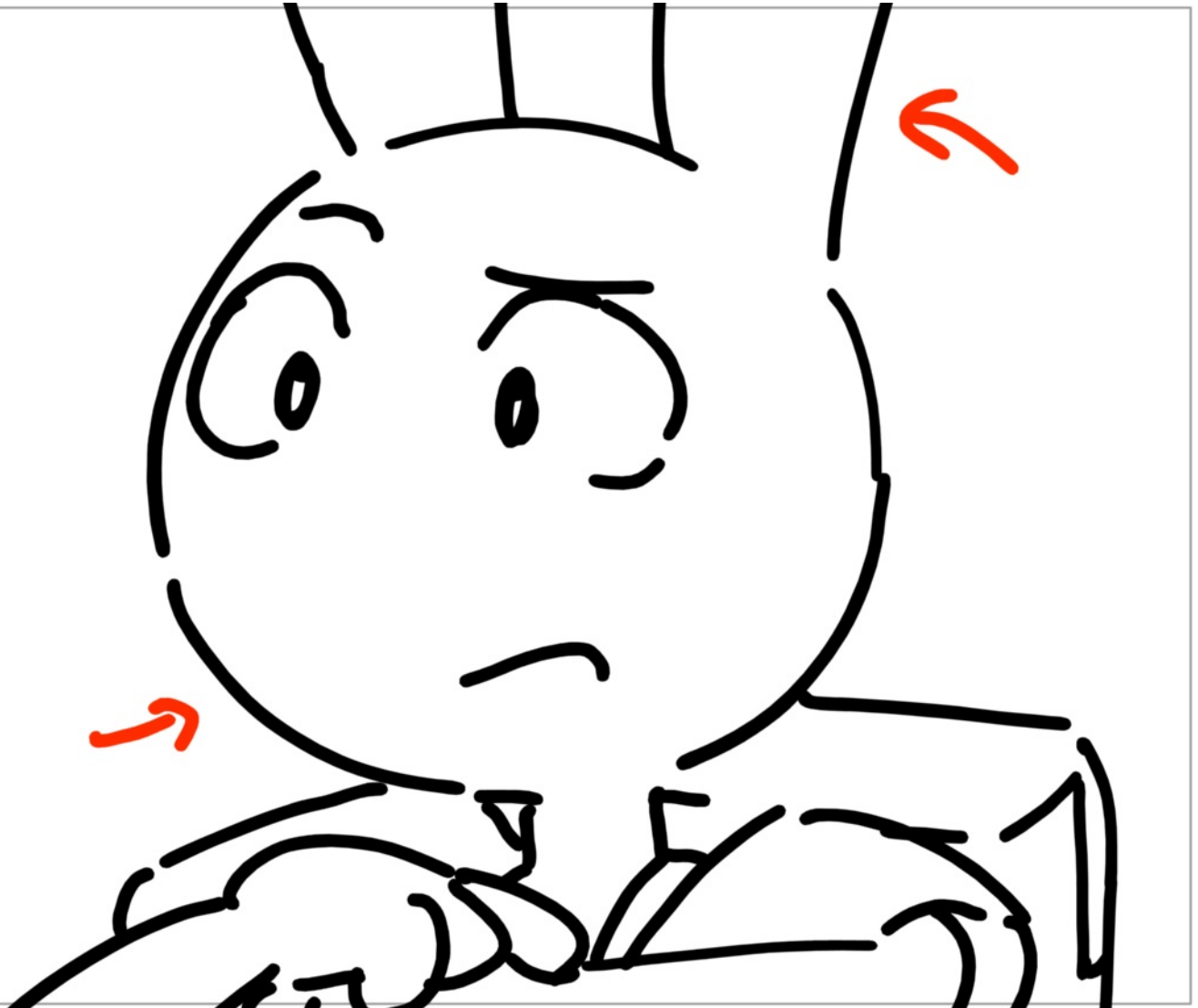
Scene	Duration	Panel	Duration
11	01:22	1	00:23



Dialog

BMO: (os) olive is her own woman, and does not listen to anyone!

Scene	Duration	Panel	Duration
11	01:22	2	00:23

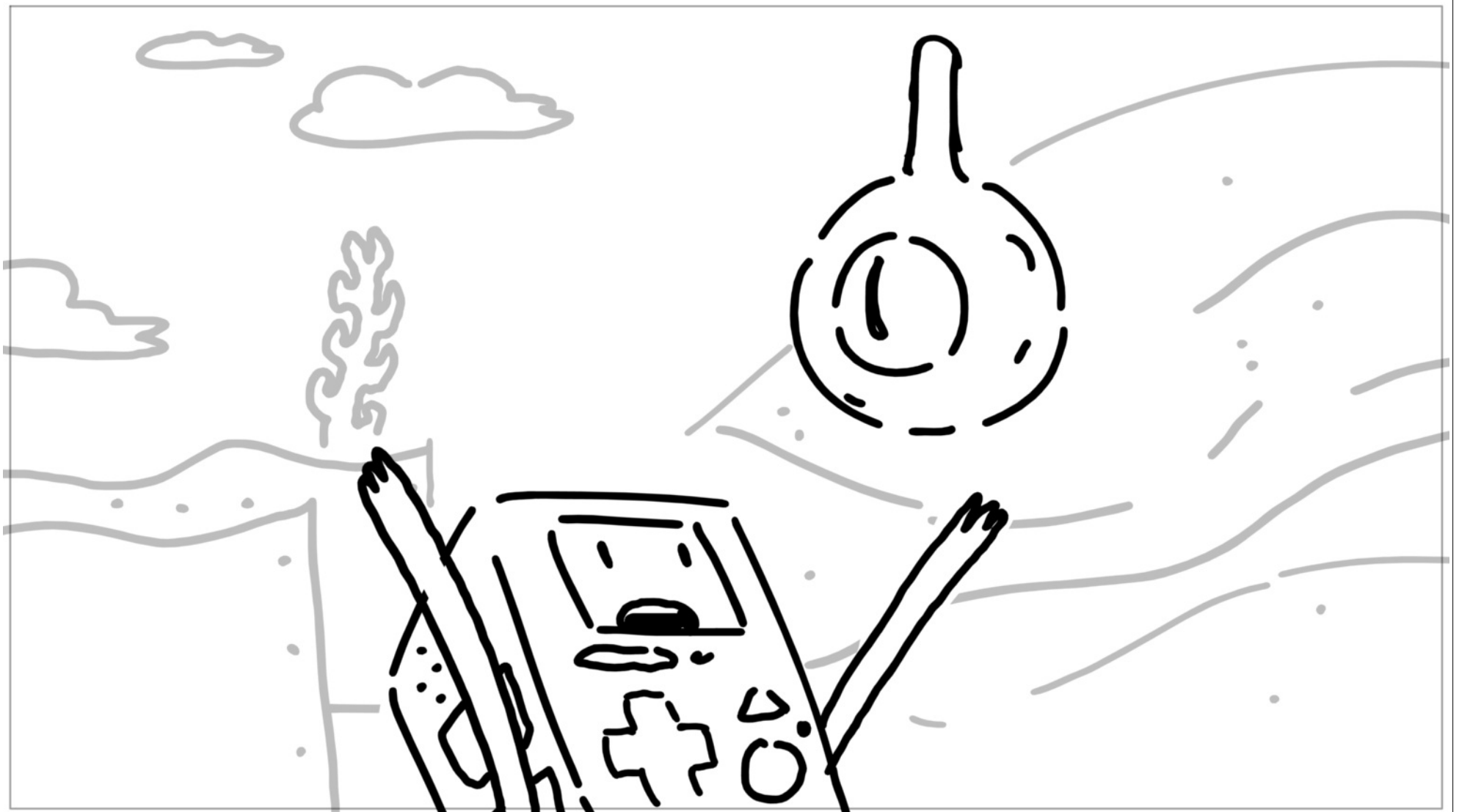


Dialog

BMO: (os) olive is her own woman, and does not listen to anyone!

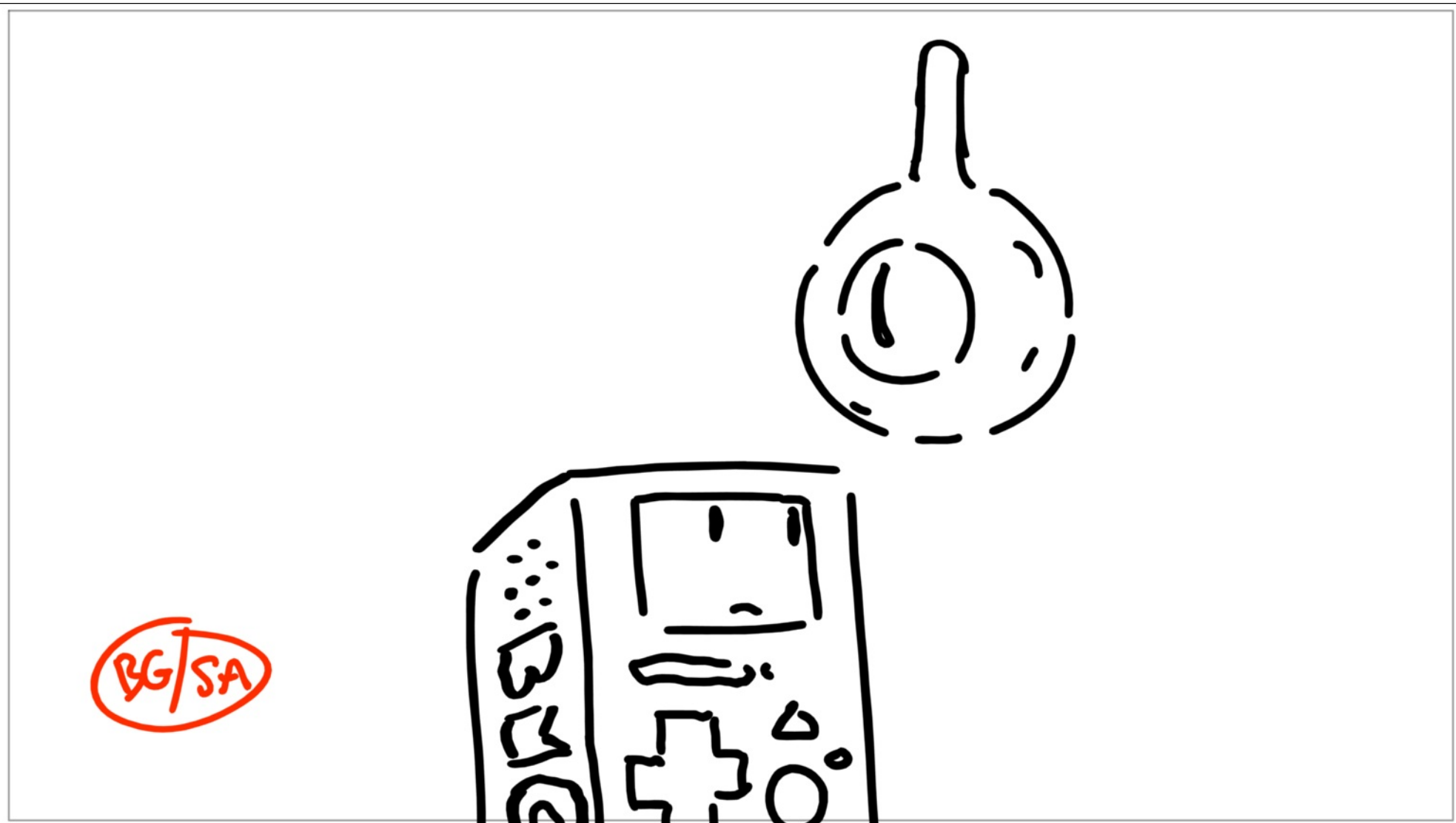


Scene	Duration	Panel	Duration
12	03:00	1	01:00



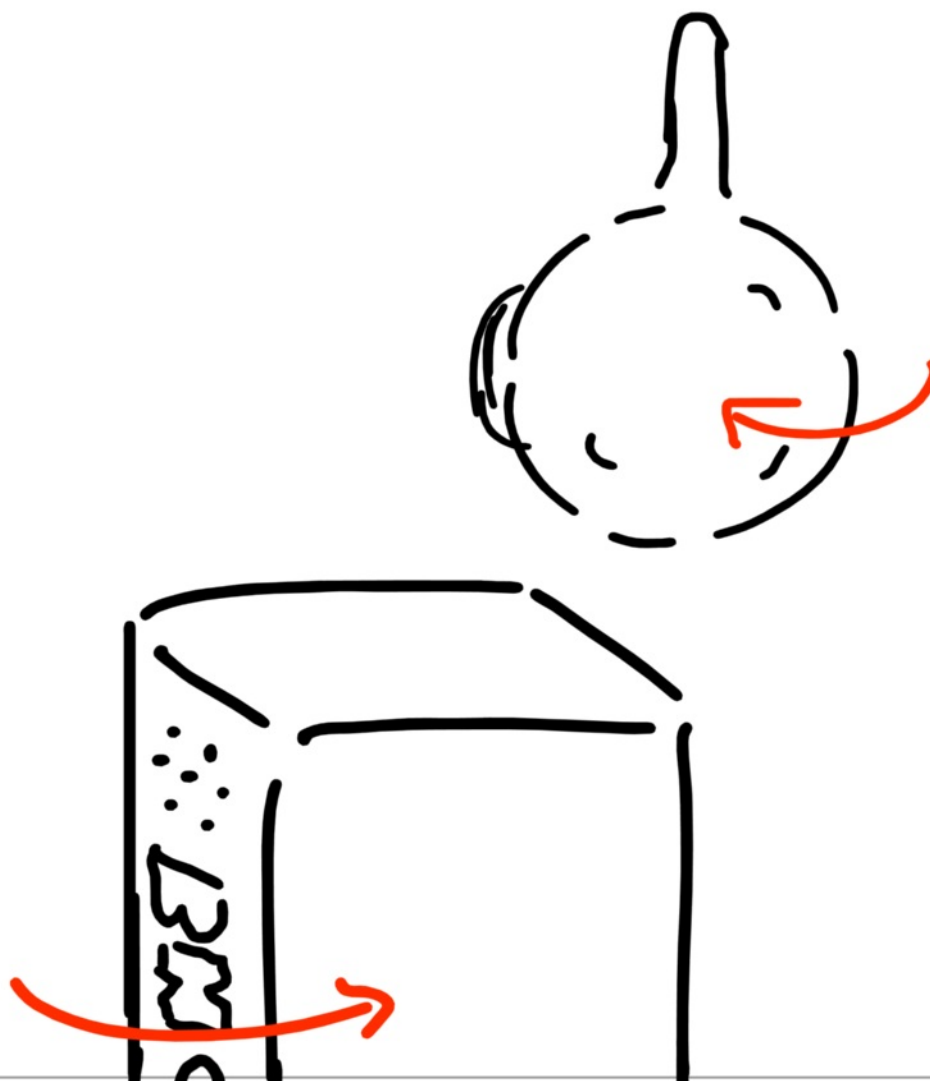
Dialog  
BMO: she's bursting with personality!

Scene	Duration	Panel	Duration
12	03:00	2	01:00



Dialog  
long beat

Scene	Duration	Panel	Duration
12	03:00	3	01:00



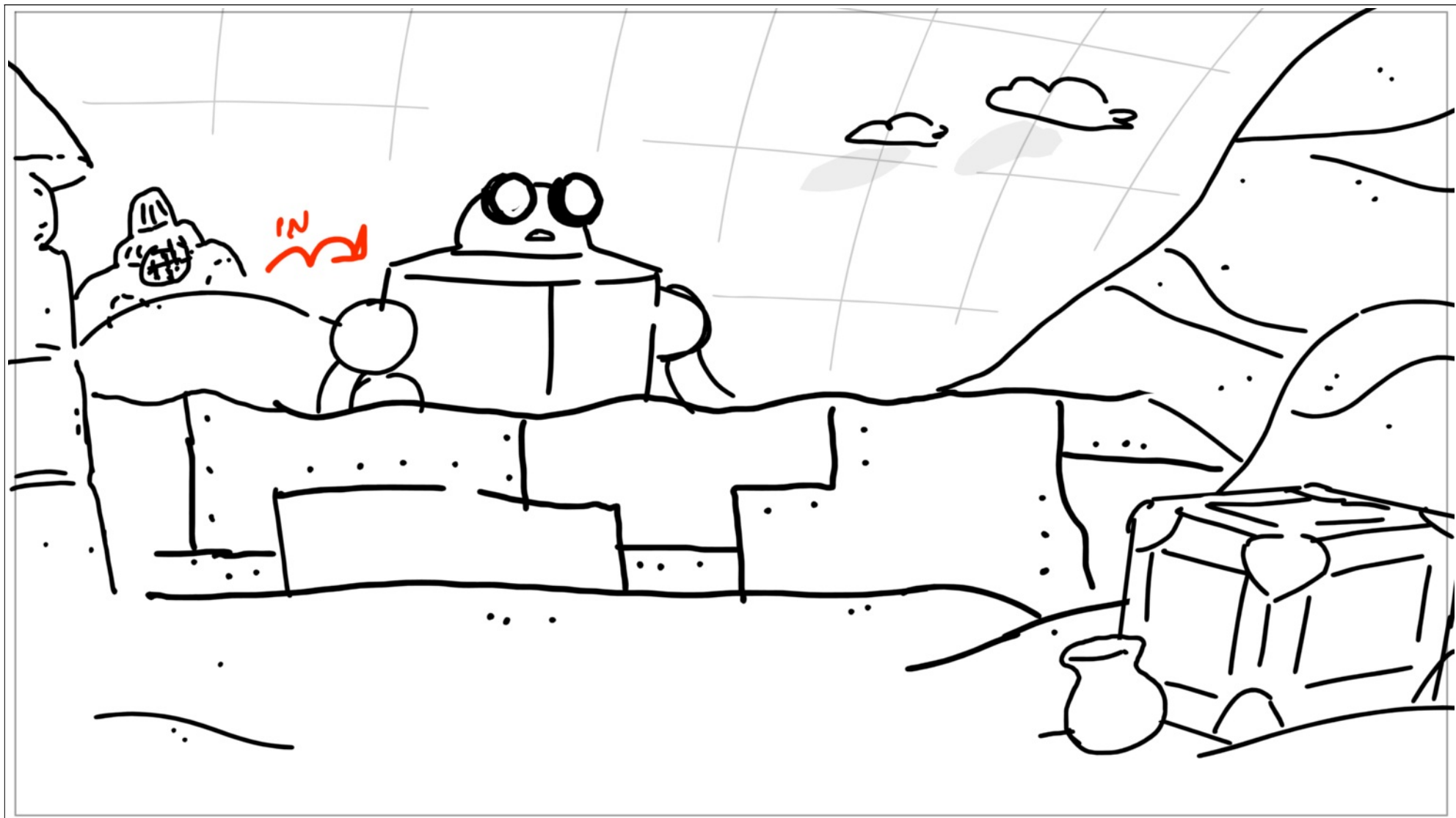
### Dialog

sfx: footsteps approaching, Cole grumbling

Scene	Duration	Panel	Duration
13	08:21	1	01:00



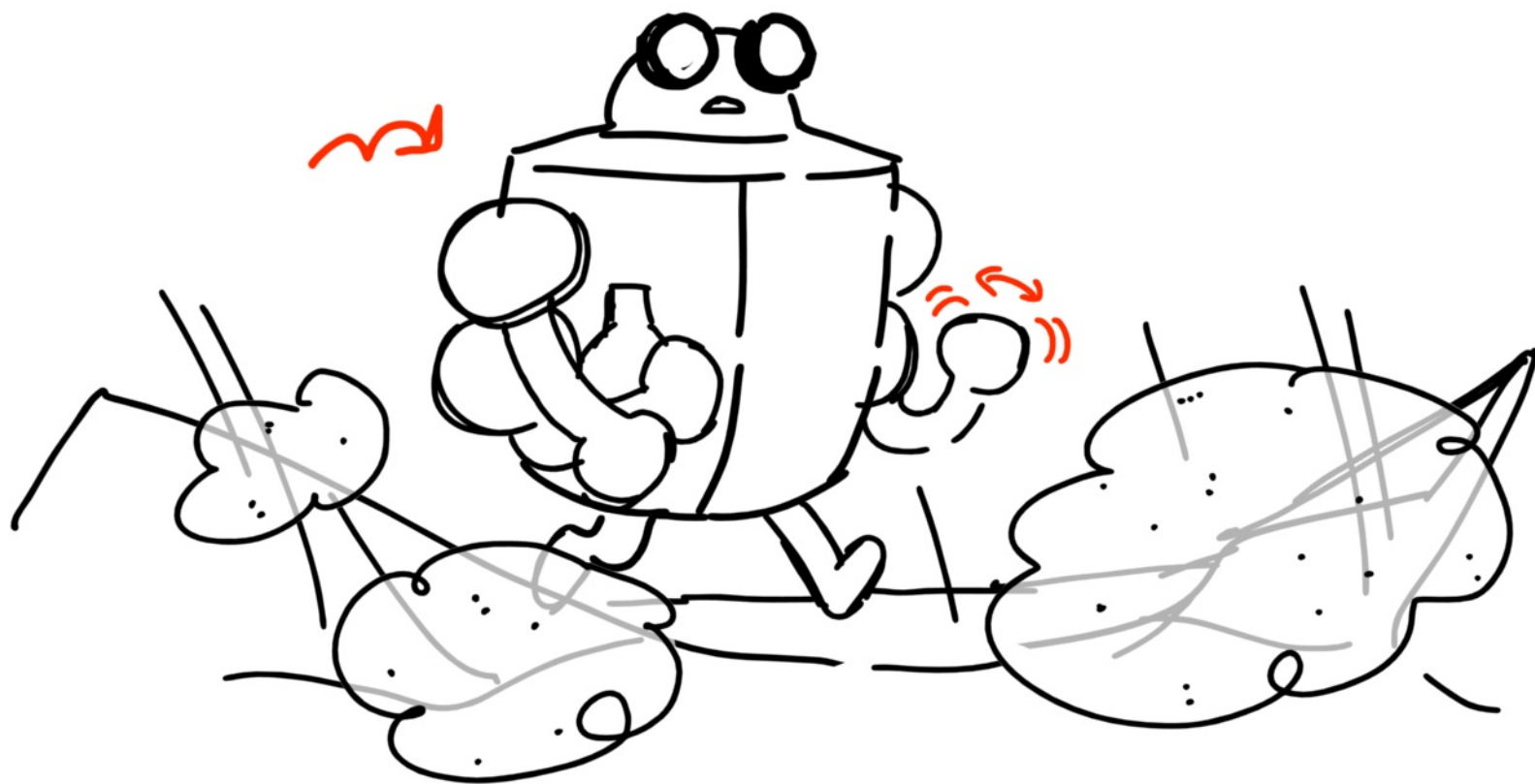
Scene	Duration	Panel	Duration
13	08:21	2	01:00



Dialog

Cole: sorry to drop in on you like this.

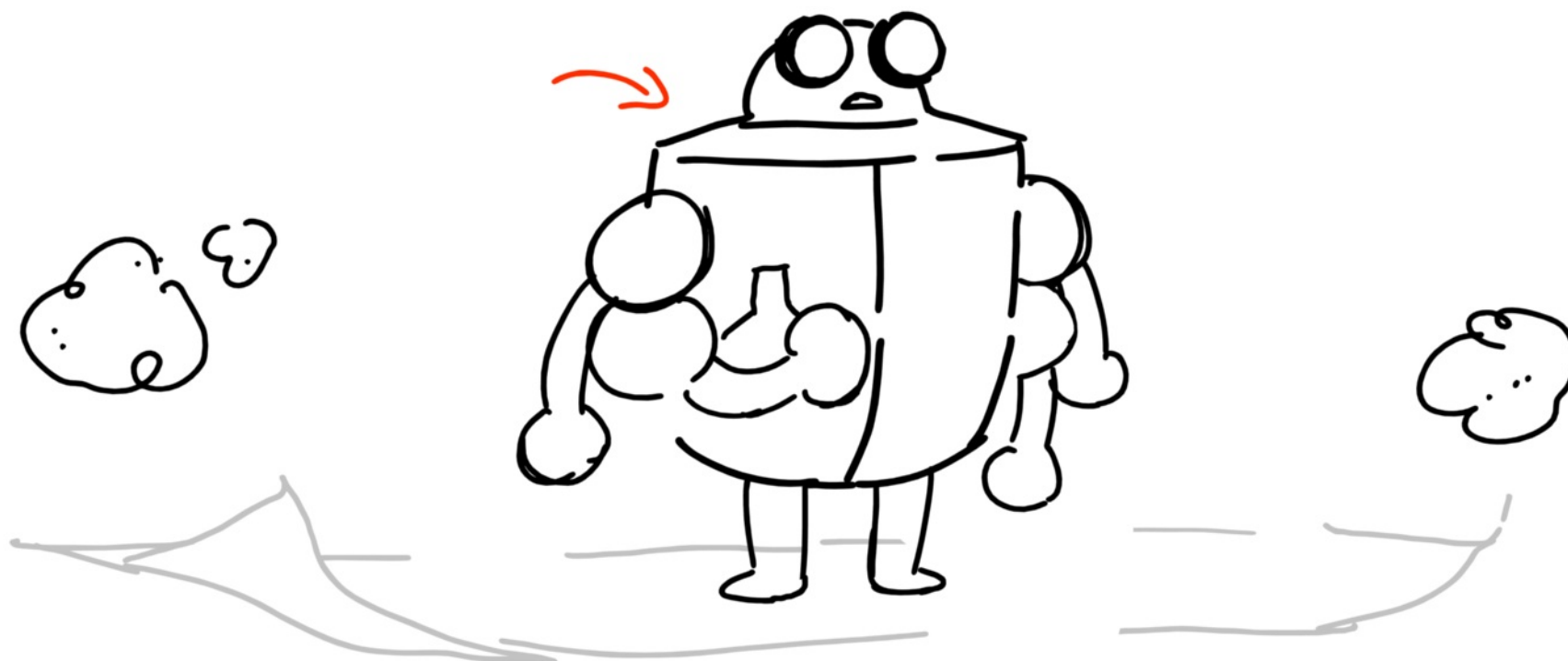
Scene	Duration	Panel	Duration
13	08:21	3	01:00



### Dialog

Cole: sorry to drop in on you like this.

Scene	Duration	Panel	Duration
13	08:21	4	00:23

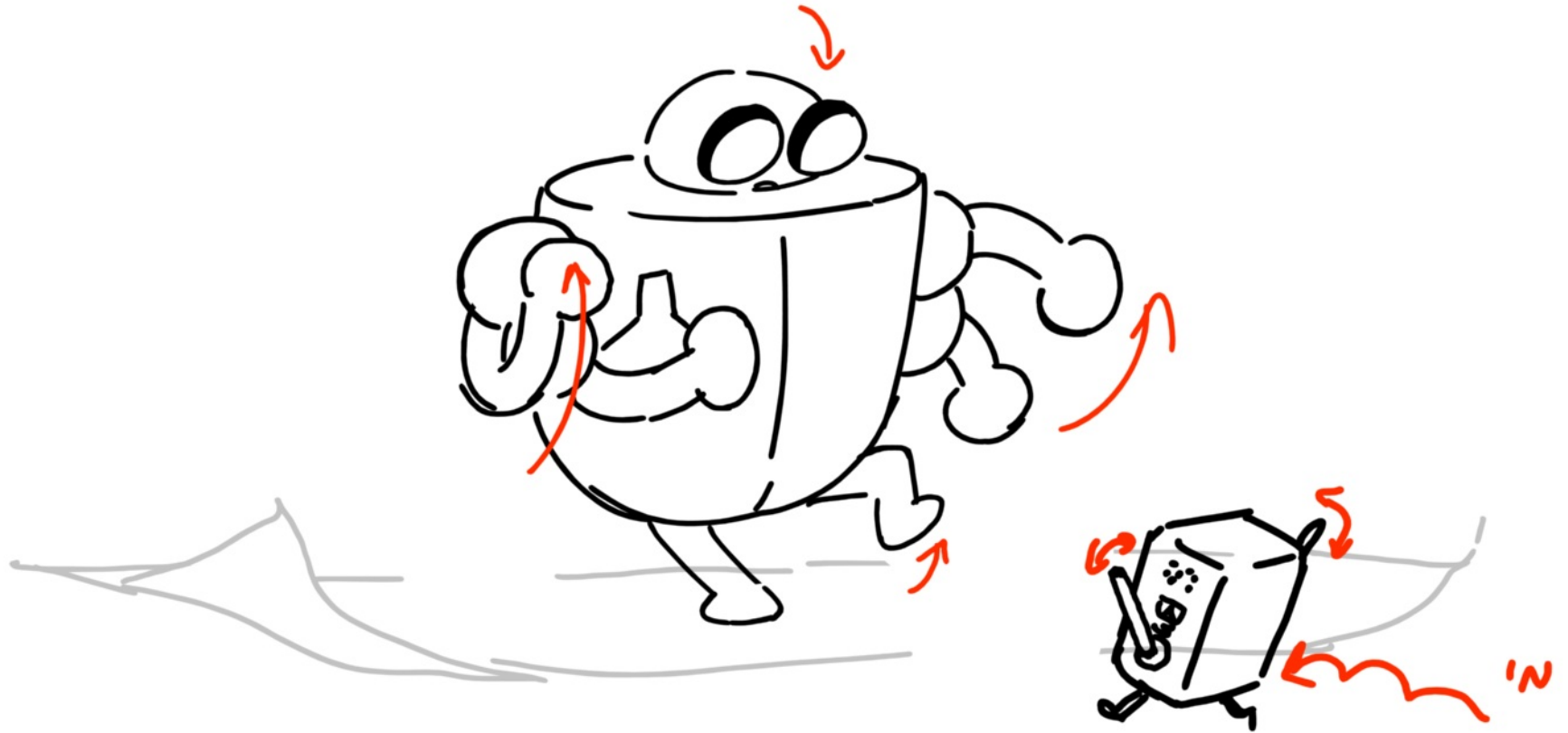


Dialog

Cole: sorry to drop in on you like this.

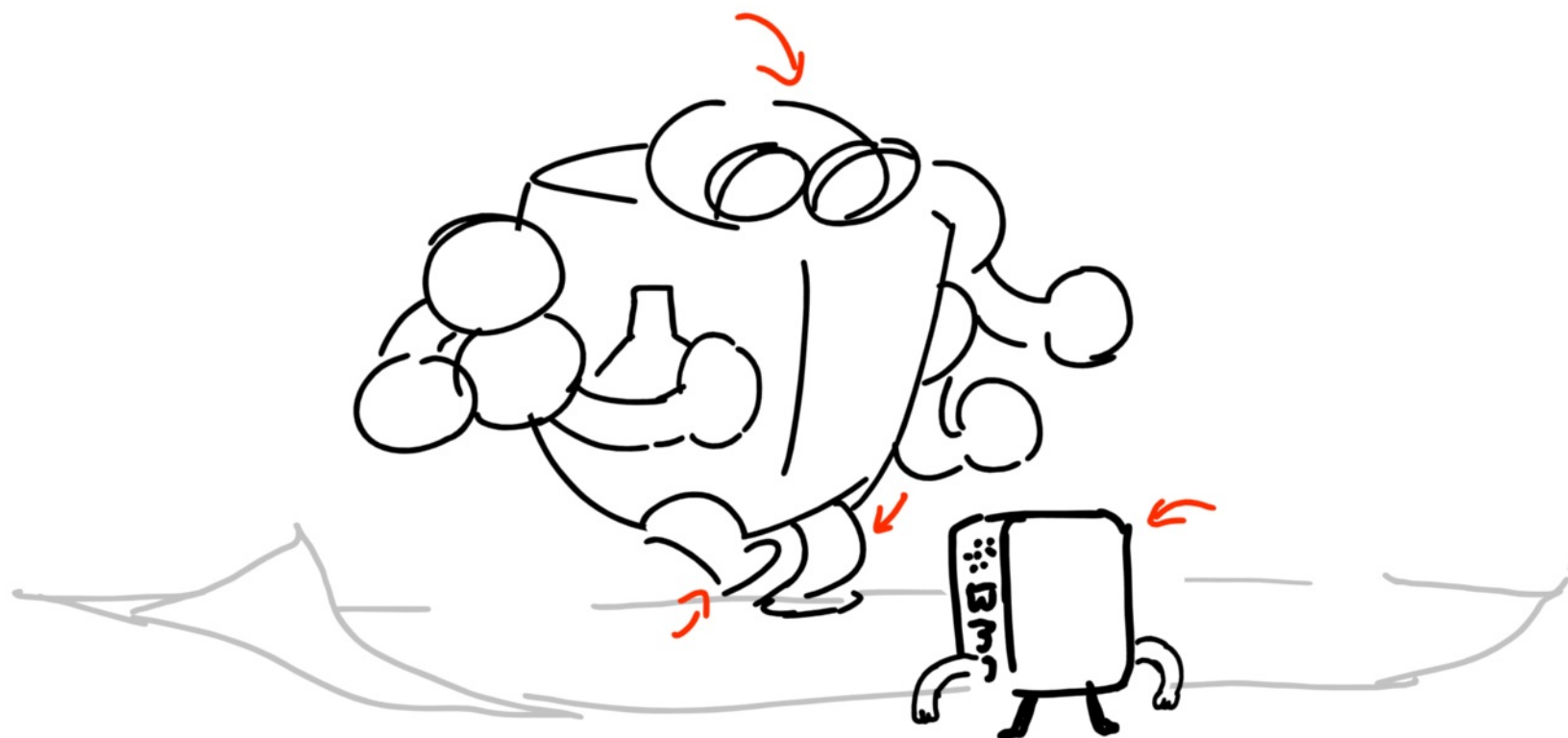


Scene	Duration	Panel	Duration
13	08:21	5	01:00



Dialog  
BMO: ahhh!! my office wall!?

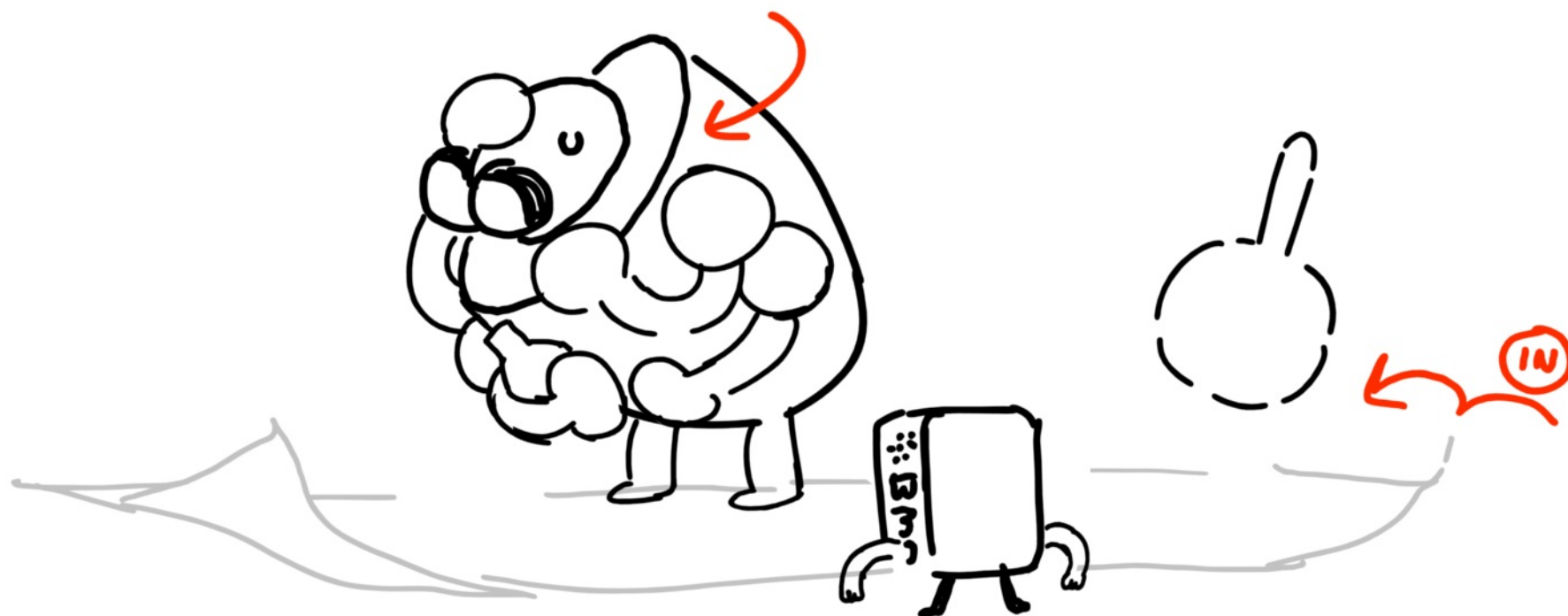
Scene	Duration	Panel	Duration
13	08:21	6	01:00



Dialog

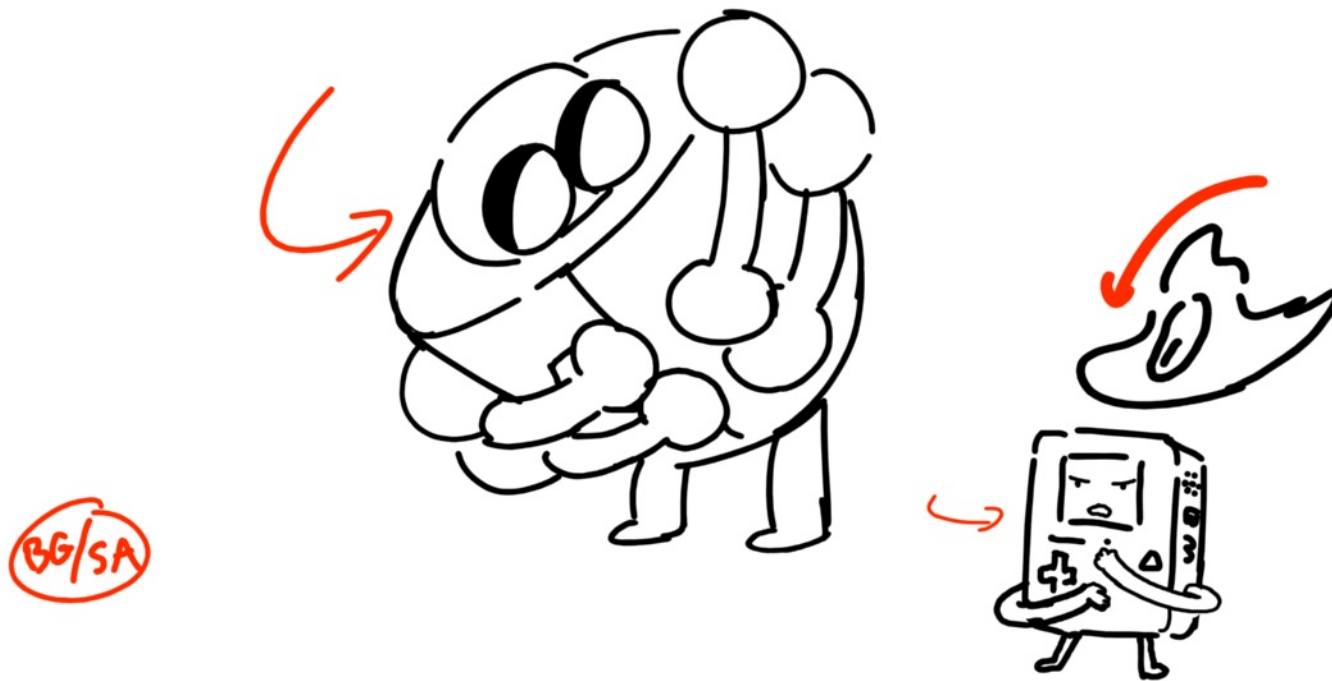
BMO: Ahhh!! what are you doing to my office?!

Scene	Duration	Panel	Duration
13	08:21	7	01:00



Dialog  
cole: (bashful) oh, pardon me!

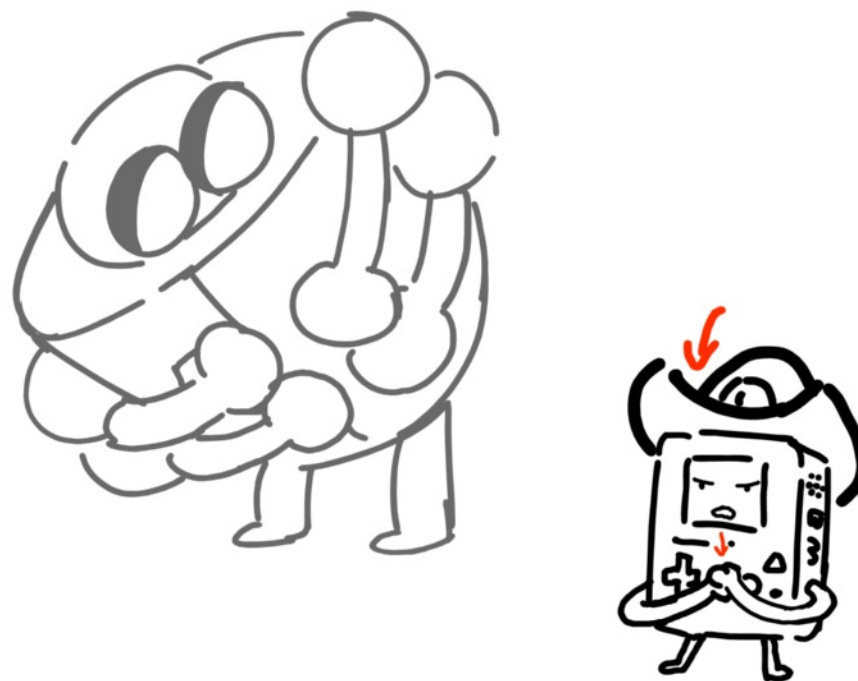
Scene	Duration	Panel	Duration
13	08:21	8	00:23



Dialog

BMO: yes, I do pardon you--

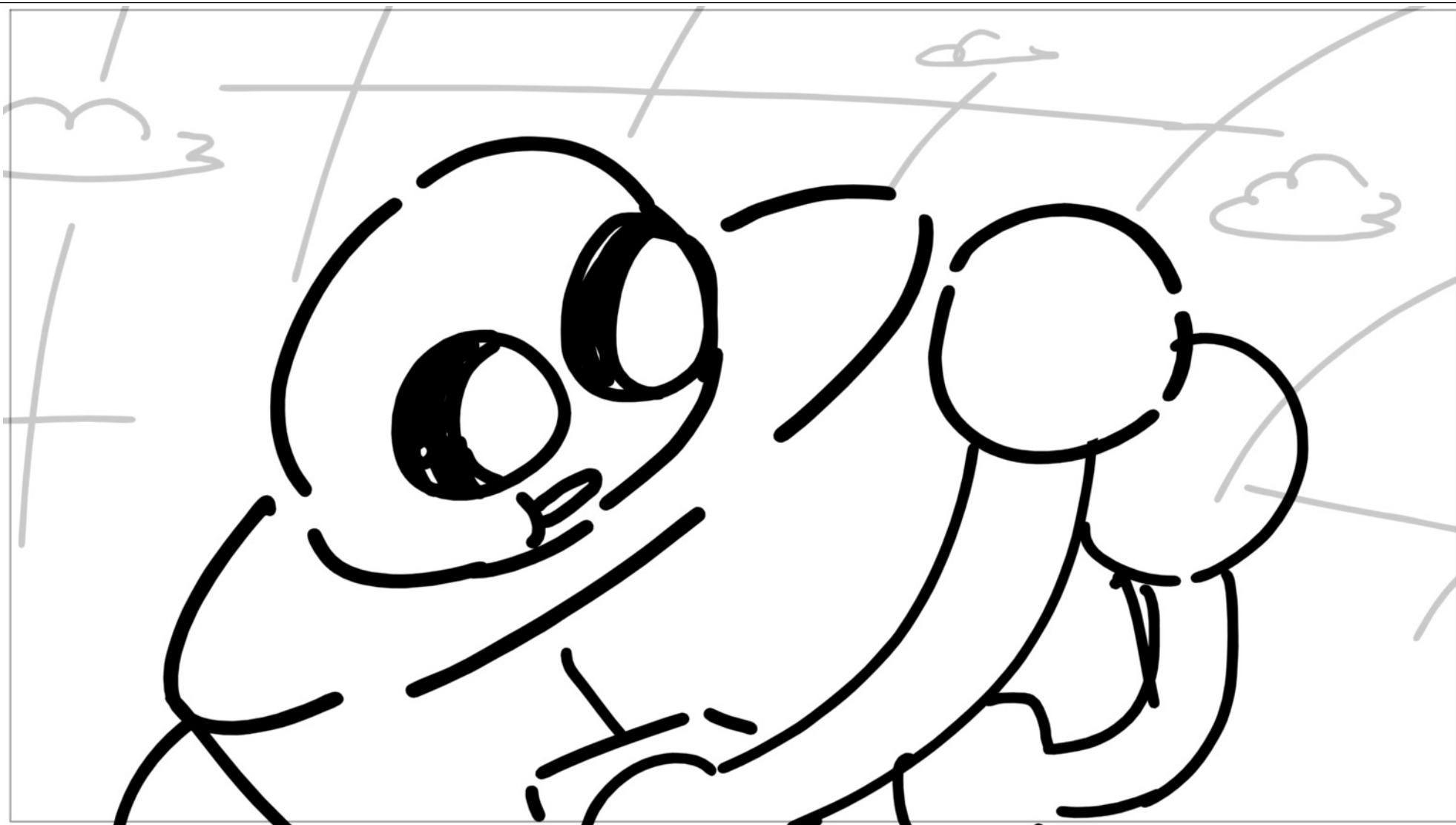
Scene	Duration	Panel	Duration
13	08:21	9	00:23



Dialog

BMO: you've exposed a weakness in my defenses

Scene	Duration	Panel	Duration
14	04:23	1	01:00



Dialog  
cole: oh.....

Scene	Duration	Panel	Duration
14	04:23	2	01:00



Dialog  
cole: well--

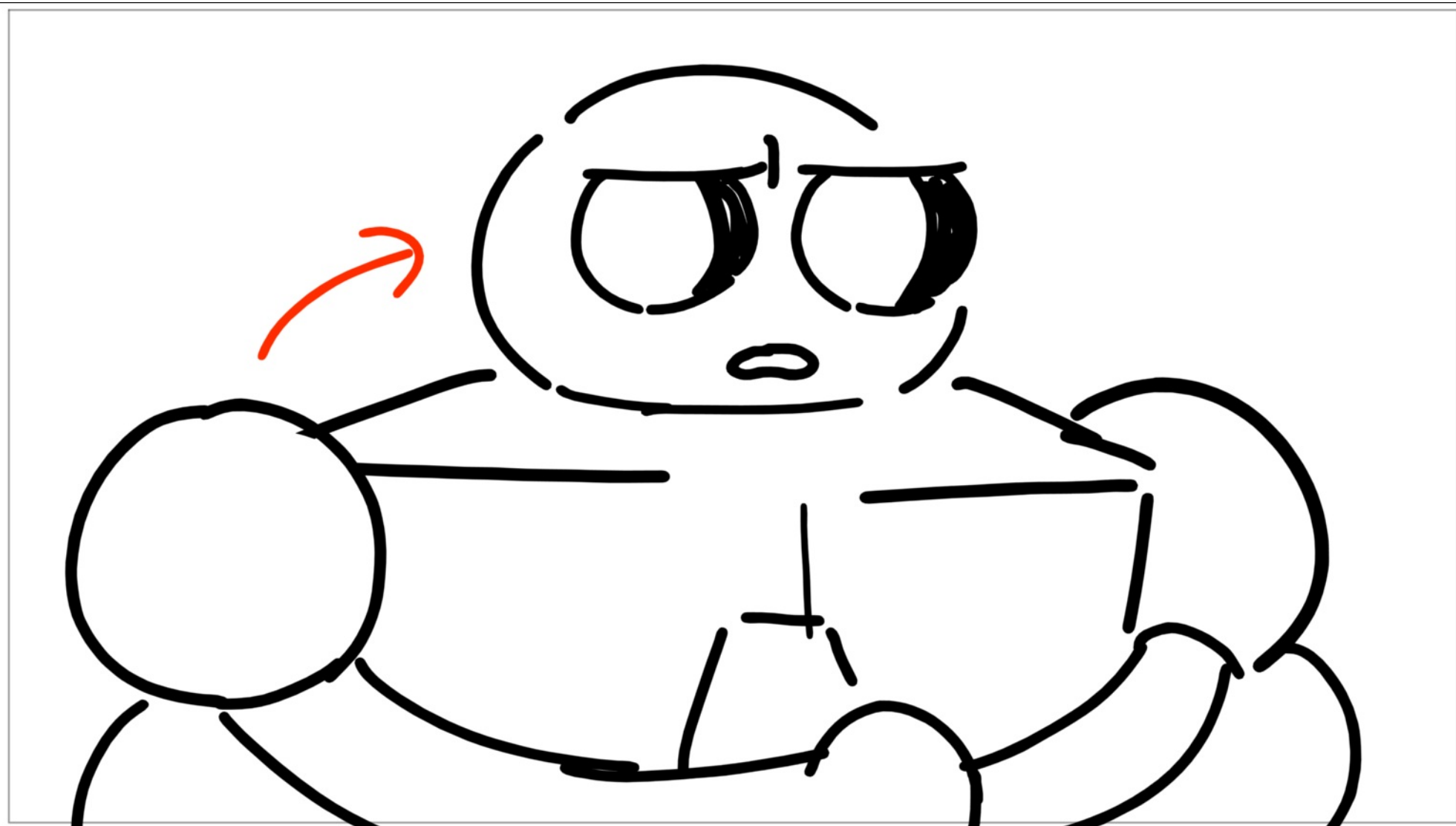


Scene	Duration	Panel	Duration
14	04:23	3	01:00



Dialog  
cole: since you kinda saved us...

Scene	Duration	Panel	Duration
14	04:23	4	00:23



Dialog  
cole: we thought we should uh.... get you a --

Scene	Duration	Panel	Duration
14	04:23	5	01:00



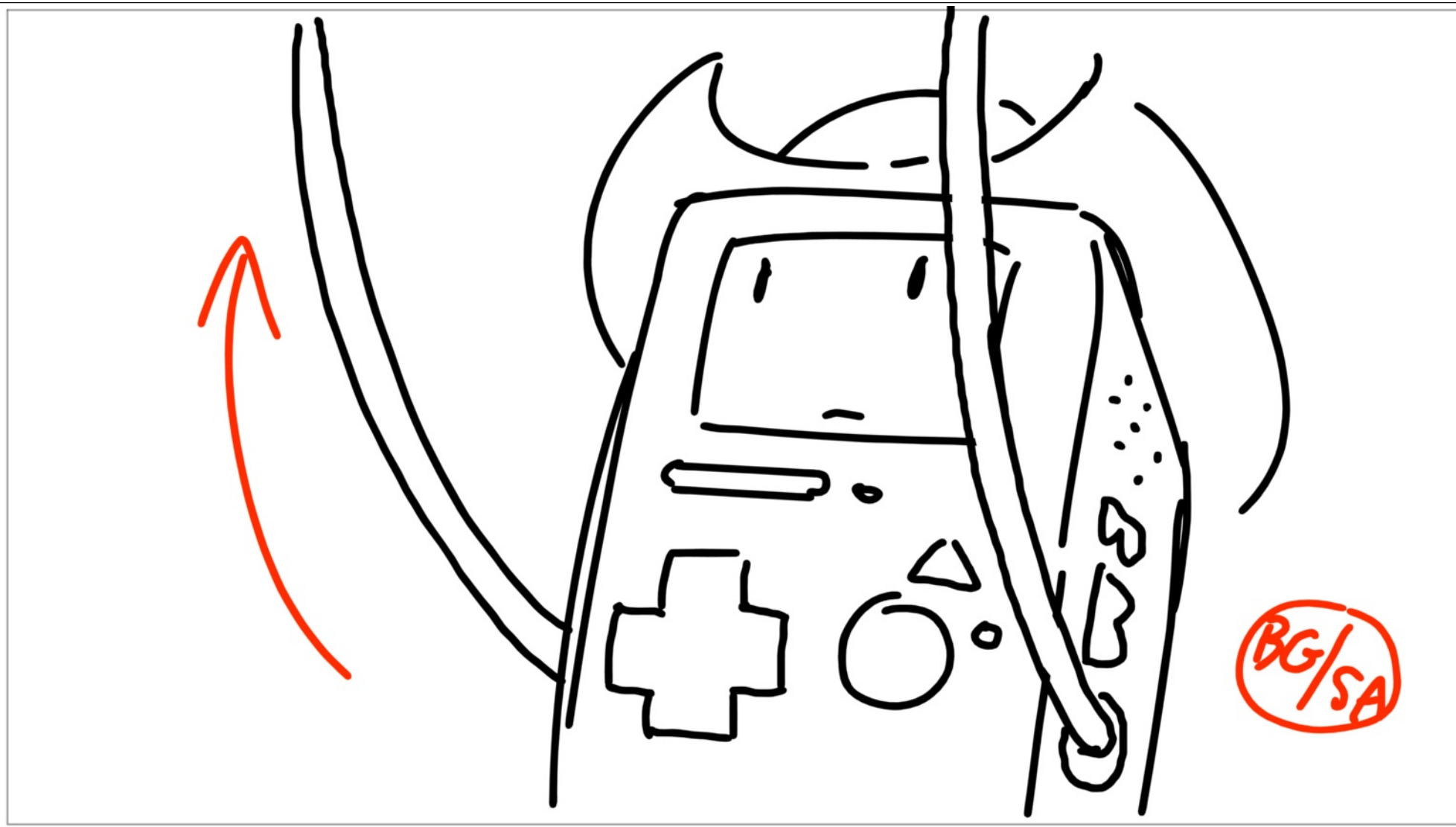
Dialog  
cole: thing.....

Scene	Duration	Panel	Duration
15	04:00	1	01:00



Dialog  
BMO: a thing?

Scene	Duration	Panel	Duration
15	04:00	2	01:00



#### Action Notes

BMO takes it and examines the label

Scene	Duration	Panel	Duration
15	04:00	3	01:00



Scene	Duration	Panel	Duration
15	04:00	4	01:00



Scene	Duration	Panel	Duration
16	01:00	1	01:00

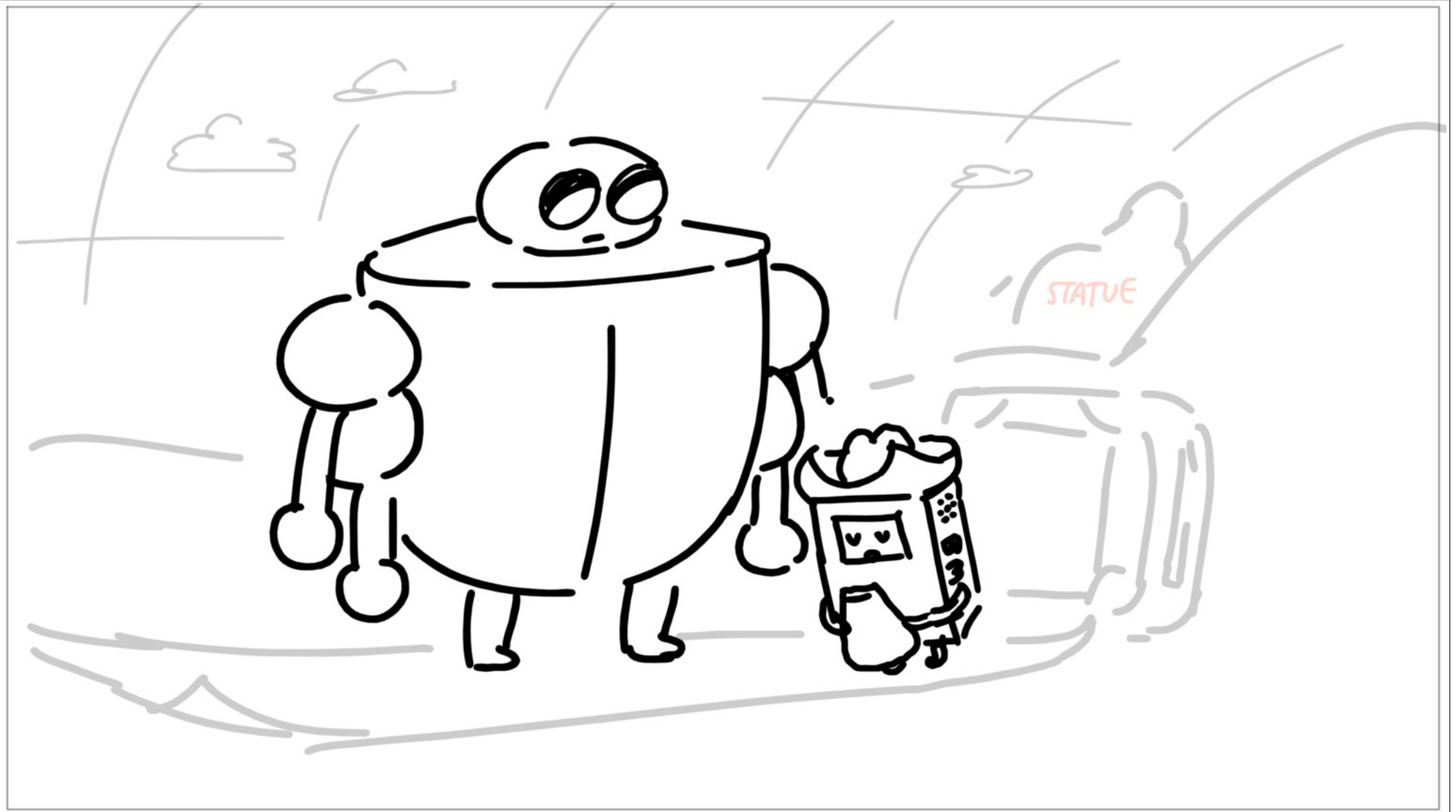


Dialog

BMO: (whispers) Hugo marshmallow snack...

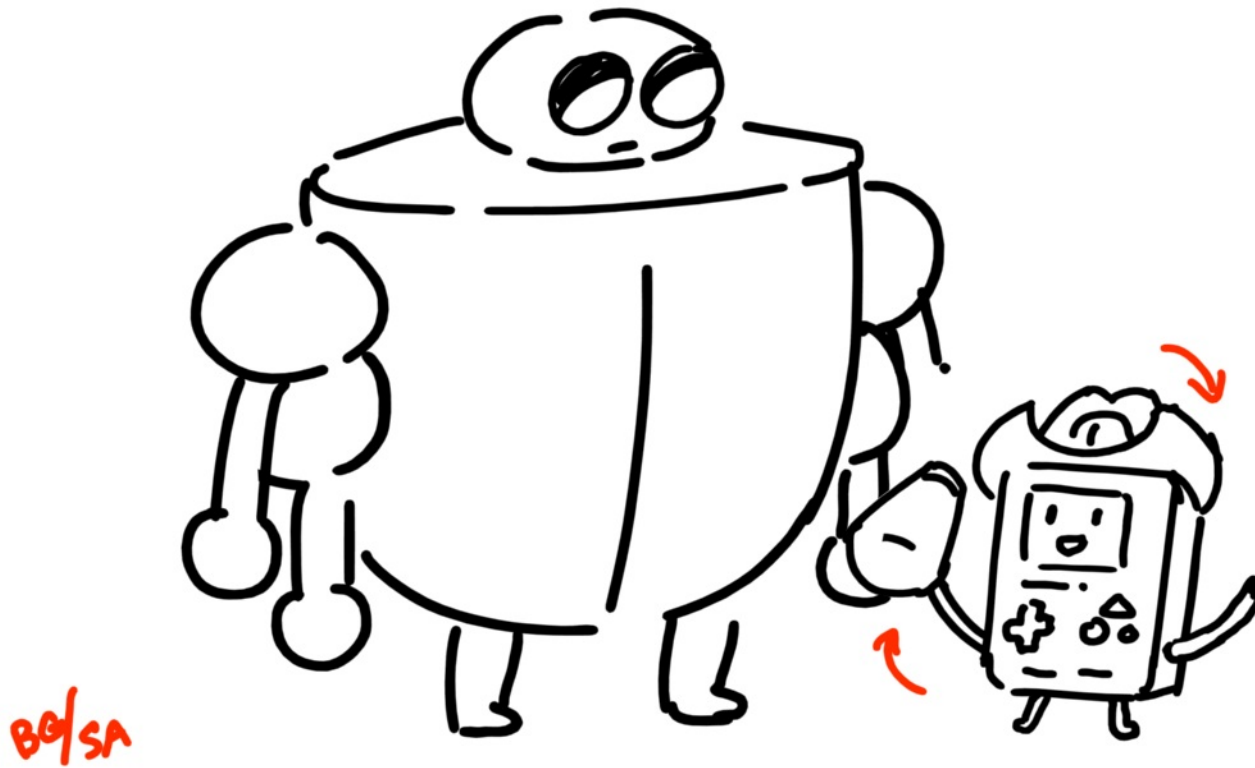


Scene	Duration	Panel	Duration
17	03:00	1	01:00



Dialog  
BMO: let's put this drama behind us--

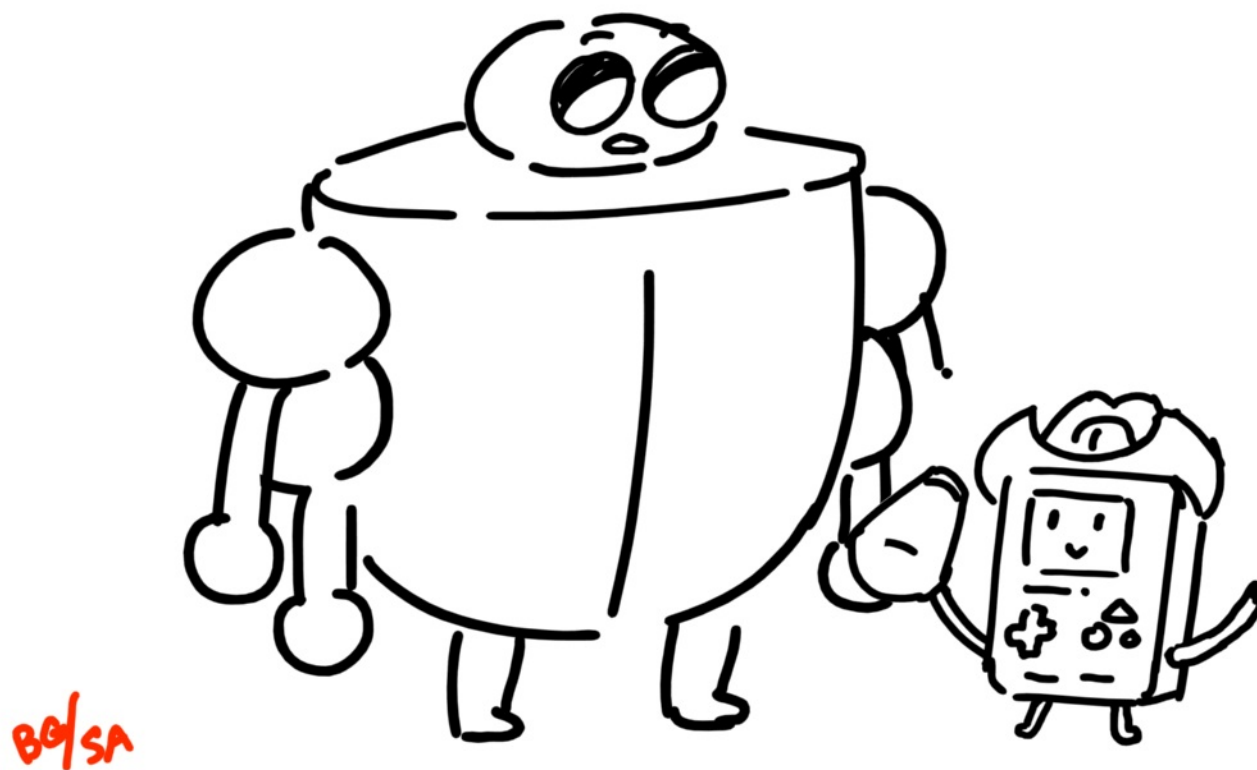
Scene	Duration	Panel	Duration
17	03:00	2	01:00



### Dialog

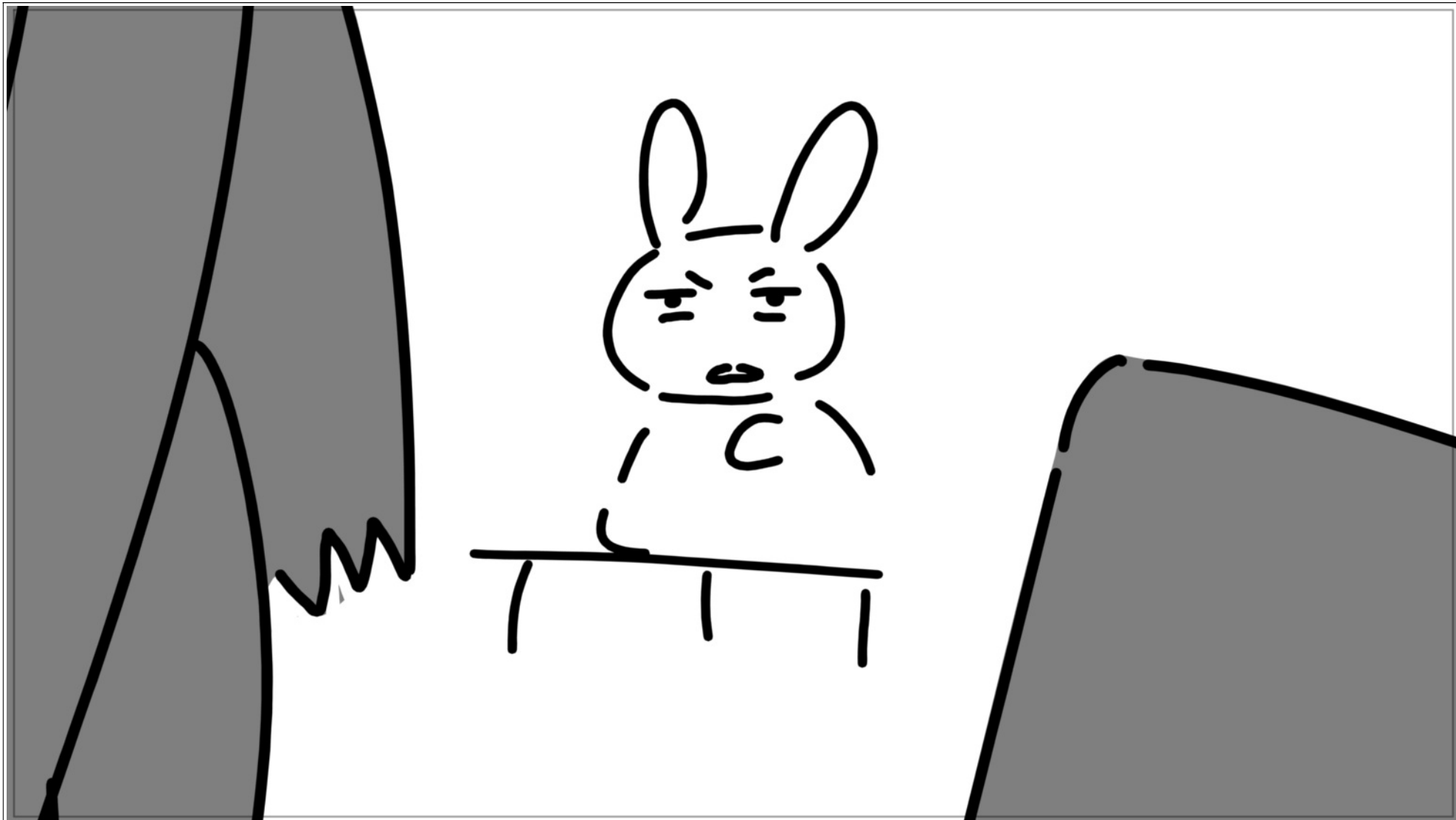
BMO: --and share this snack togethe [...] r

Scene	Duration	Panel	Duration
17	03:00	3	01:00



Dialog  
cole: ok

Scene	Duration	Panel	Duration
18	02:00	1	01:00



Dialog  
(BMO and Cole conversing)

Scene	Duration	Panel	Duration
18	02:00	2	01:00



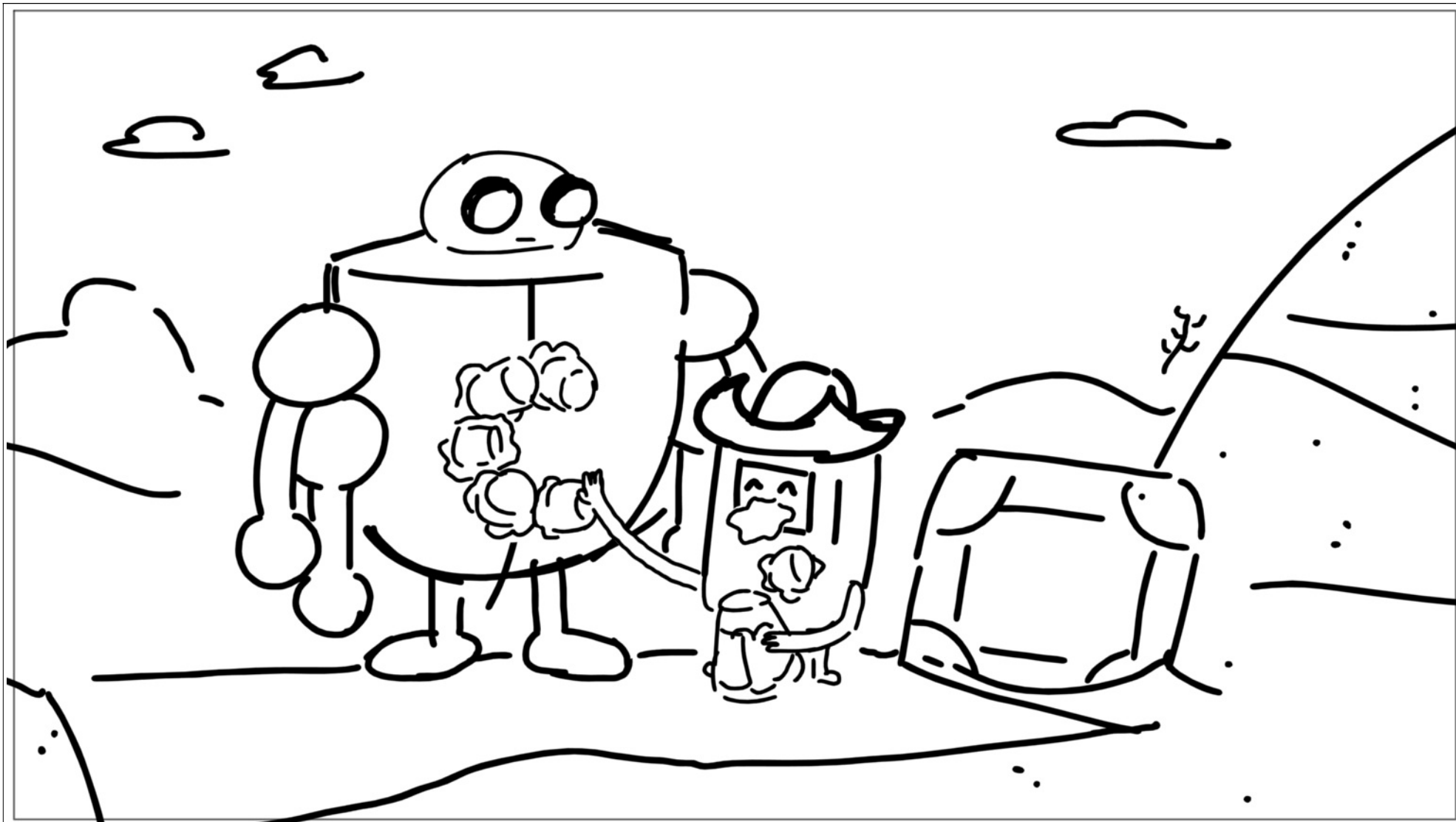
Action Notes

Y5 gets a message from her parents

Scene	Duration	Panel	Duration
	19	1	01:00



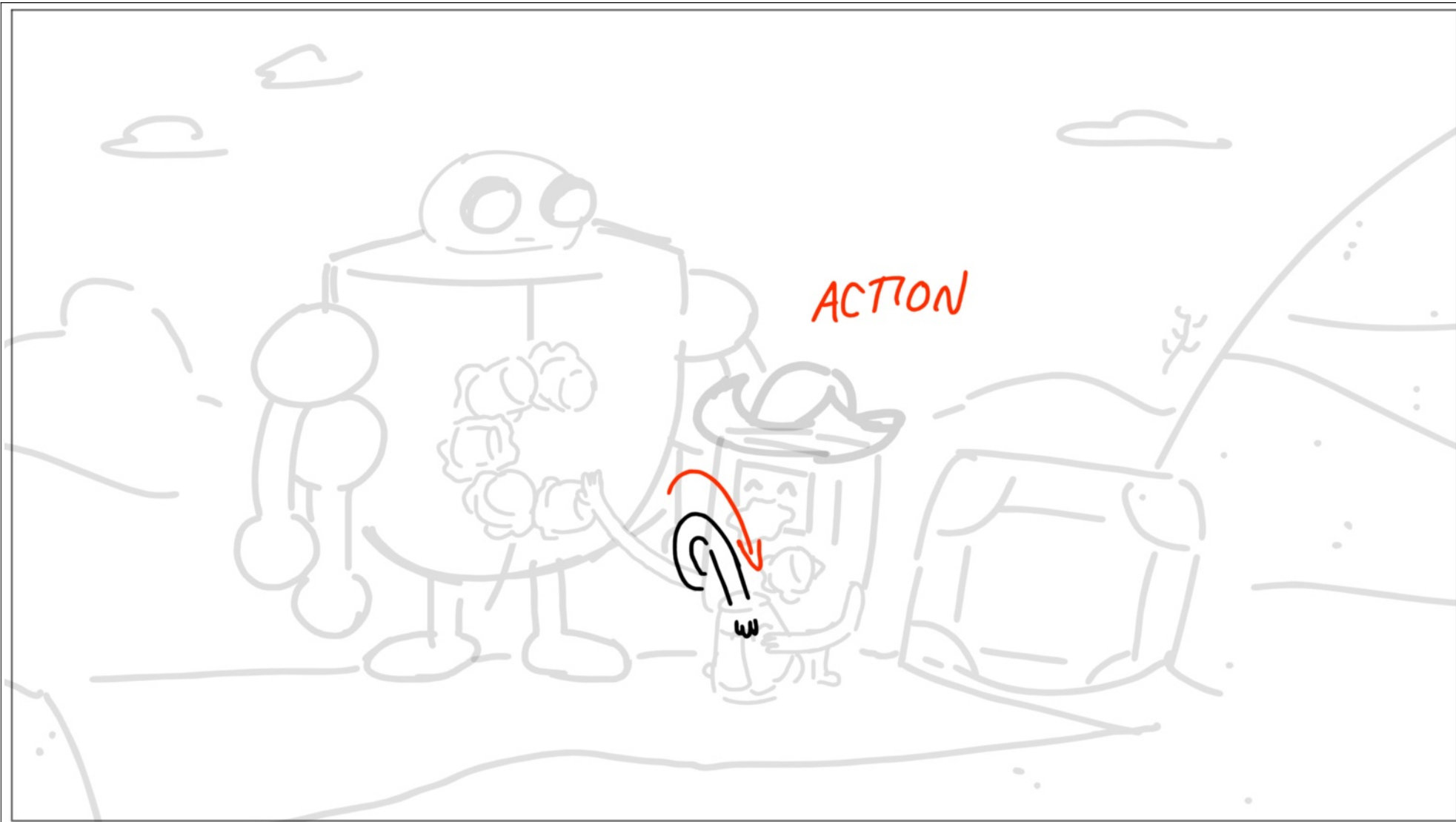
Scene	Duration	Panel	Duration
20	09:22	1	01:00



### Action Notes

BMO is squishing marshmallows on Cole

Scene	Duration	Panel	Duration
20	09:22	2	01:00

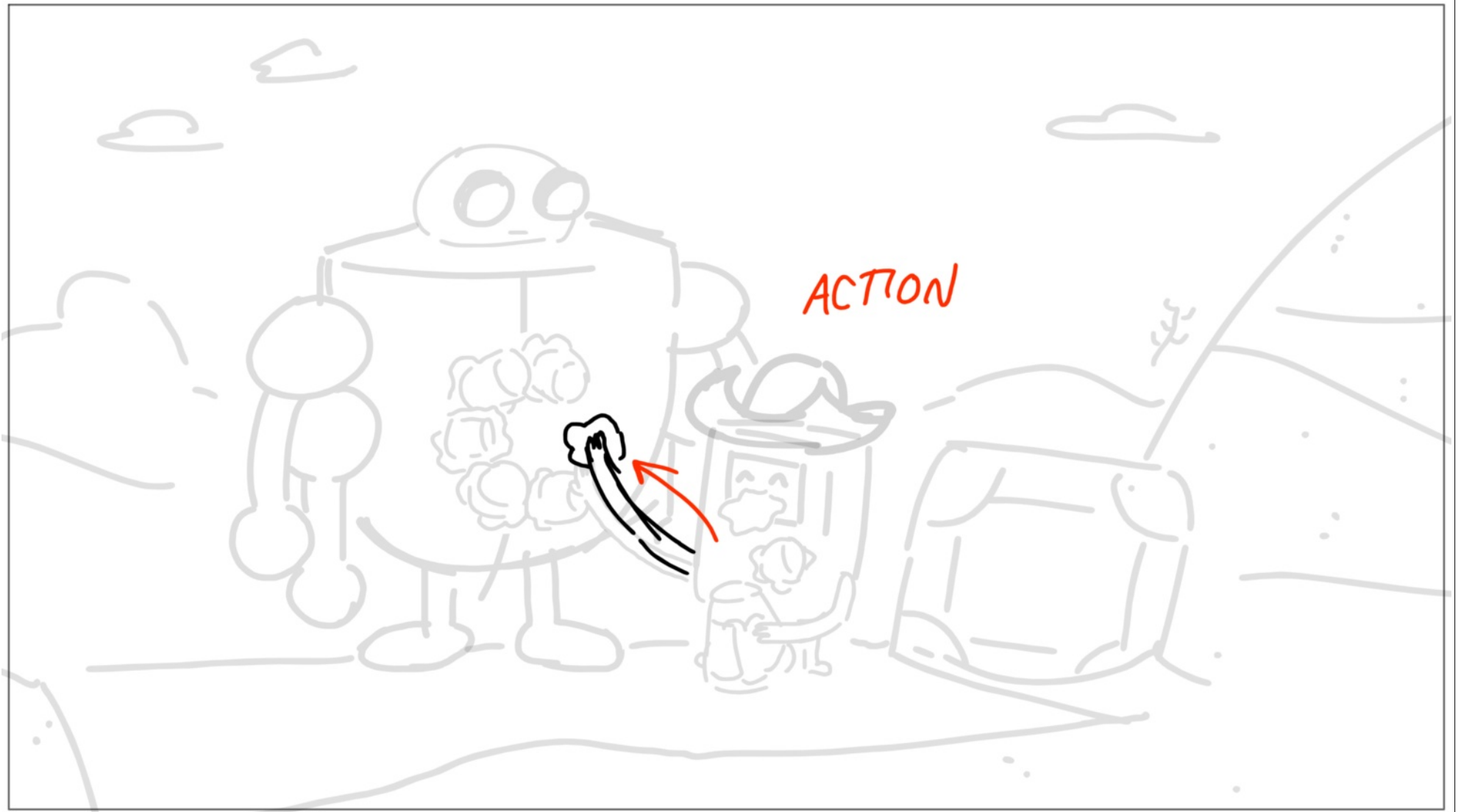


### Action Notes

BMO is squishing marshmallows on Cole



Scene	Duration	Panel	Duration
20	09:22	3	01:00



Action Notes

BMO is squishing marshmallows on Cole

Scene	Duration	Panel	Duration
20	09:22	4	01:00



Action Notes

BMO is squishing marshmallows on Cole

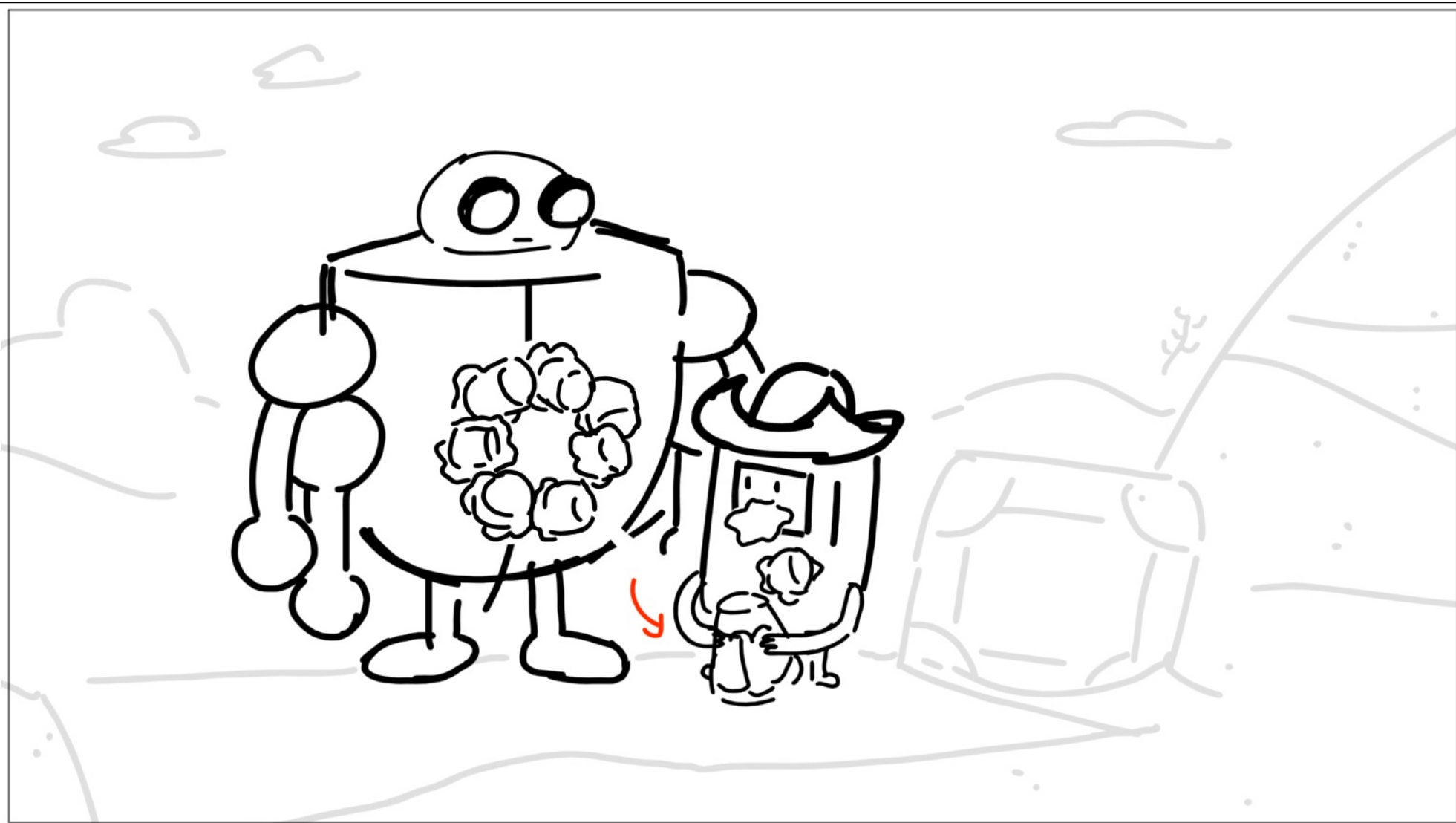
Scene	Duration	Panel	Duration
20	09:22	5	00:23



### Action Notes

BMO is squishing marshmallows on Cole

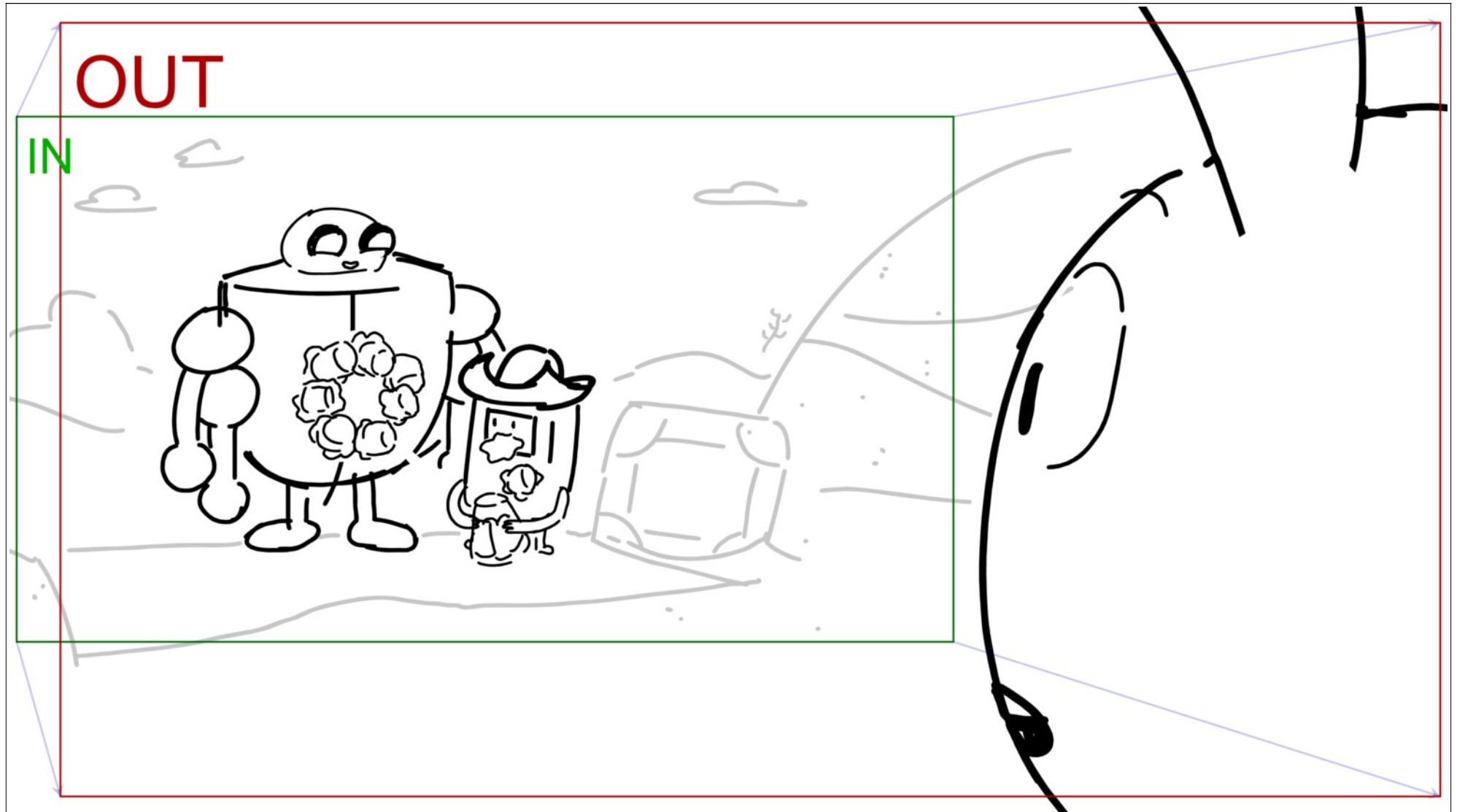
Scene	Duration	Panel	Duration
	20	09:22	6
			00:23



Dialog

BMO: okay i wrote your name for you!

Scene	Duration	Panel	Duration
20	09:22	7	01:00



### Dialog

Cole: a huh huh hu [...] h

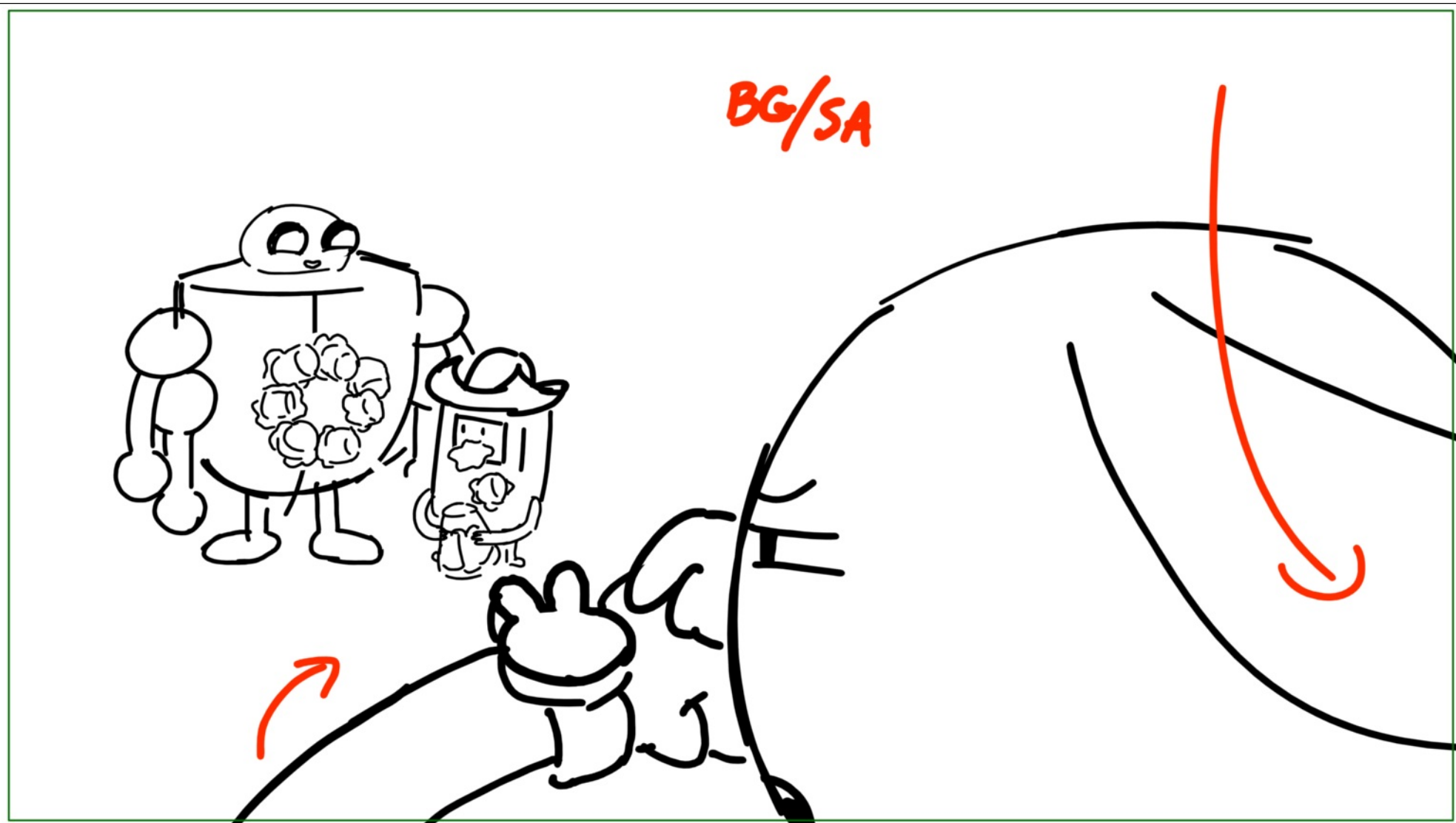
Scene	Duration	Panel	Duration
20	09:22	8	01:00



### Dialog

Y5: (to herself) fascinating.

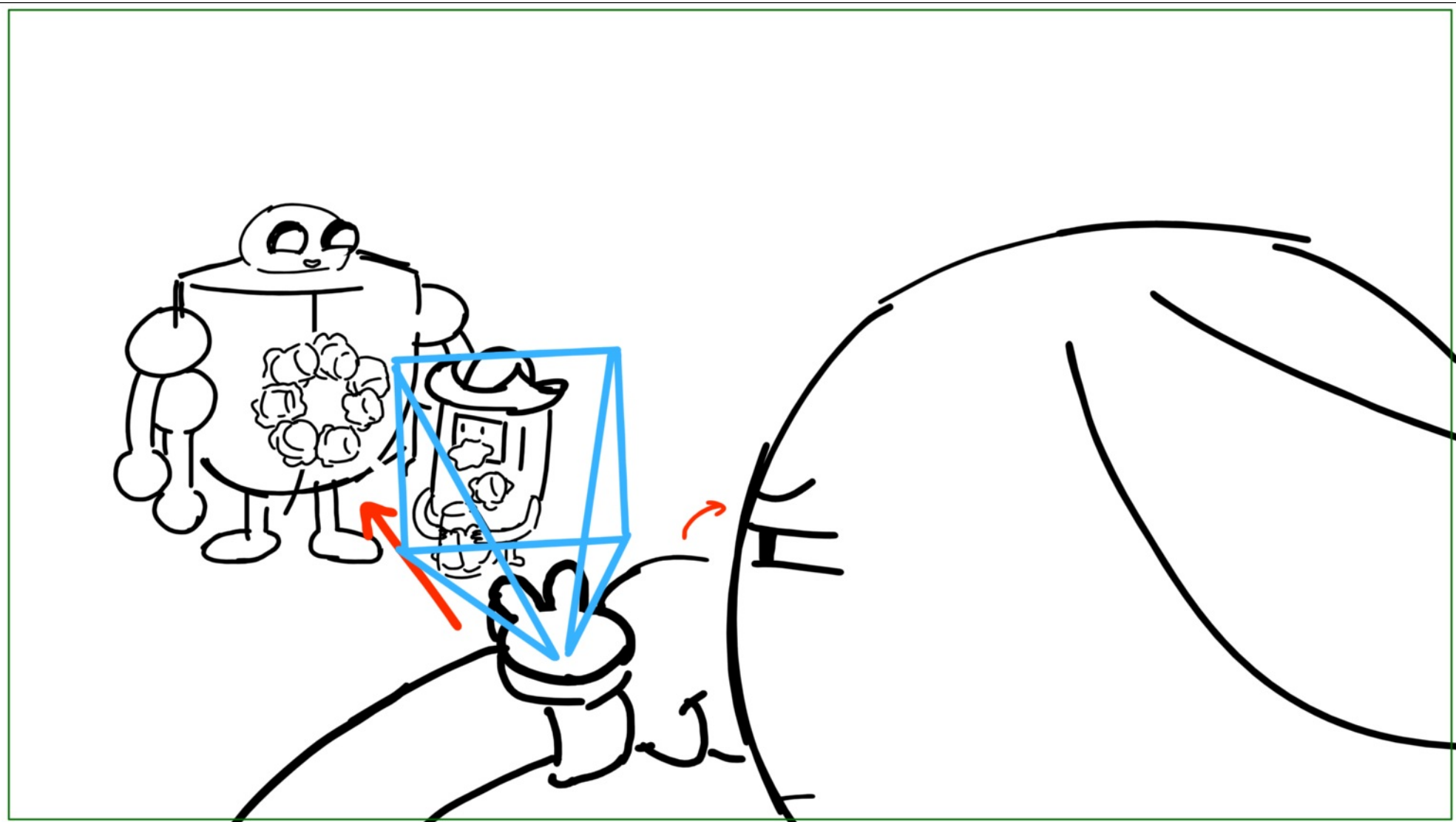
Scene	Duration	Panel	Duration
	20	09:22	9
			01:00



Dialog

Y5: (to herself) fascinating.

Scene	Duration	Panel	Duration
20	09:22	10	01:00

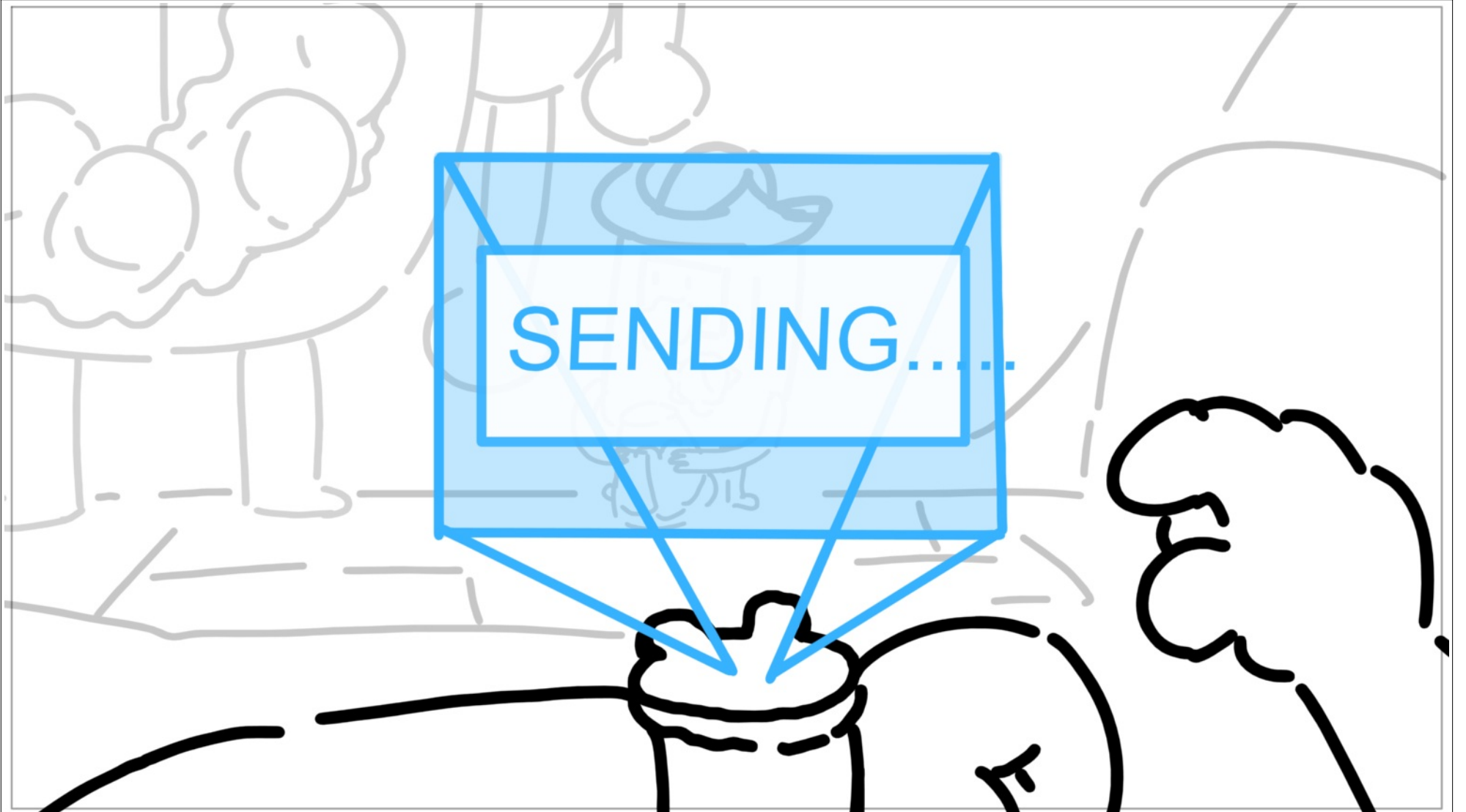


### Action Notes

Y5 starts taking pictures of BMO with her watch

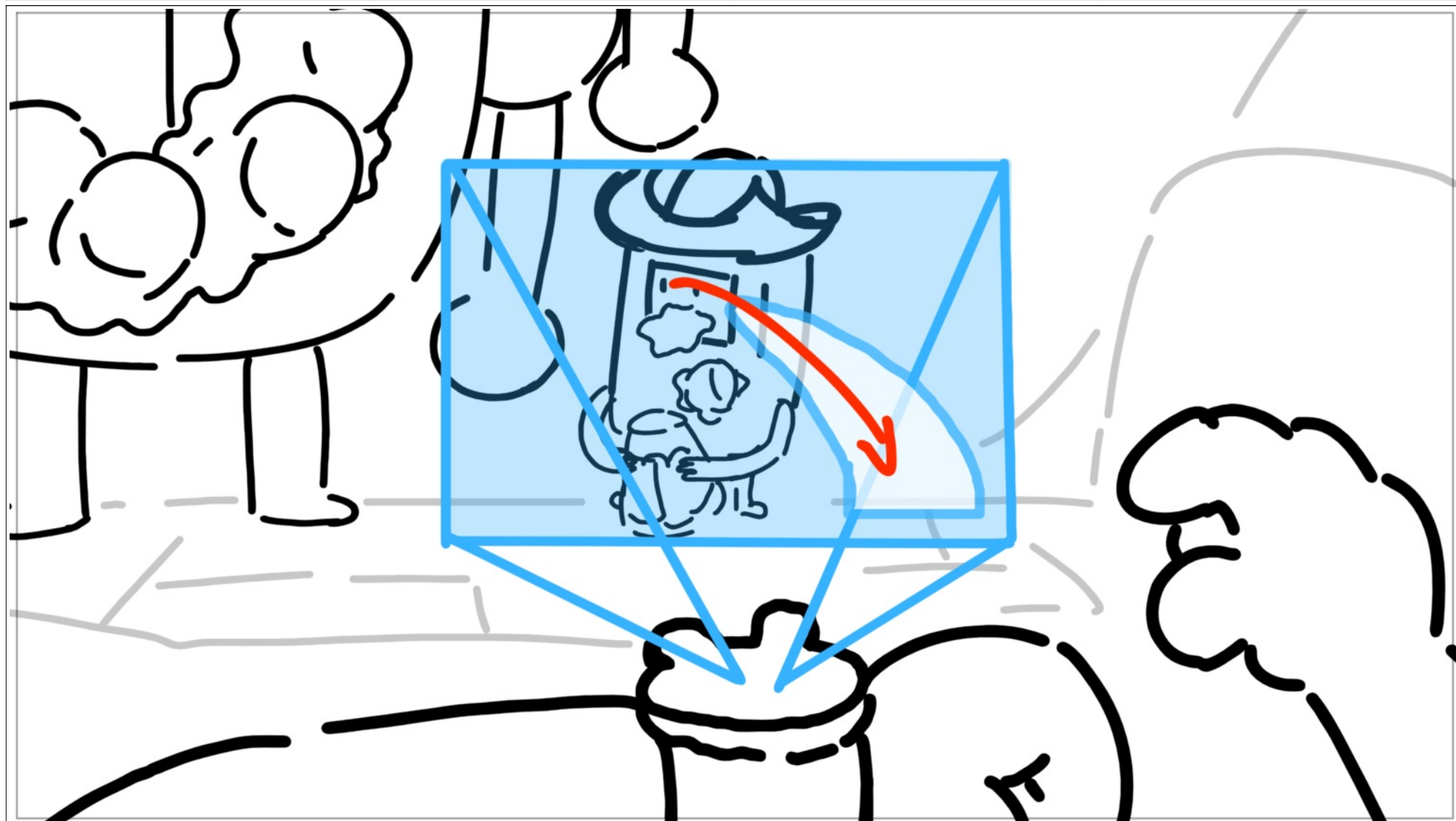


Scene	Duration	Panel	Duration
21	03:00	1	01:00

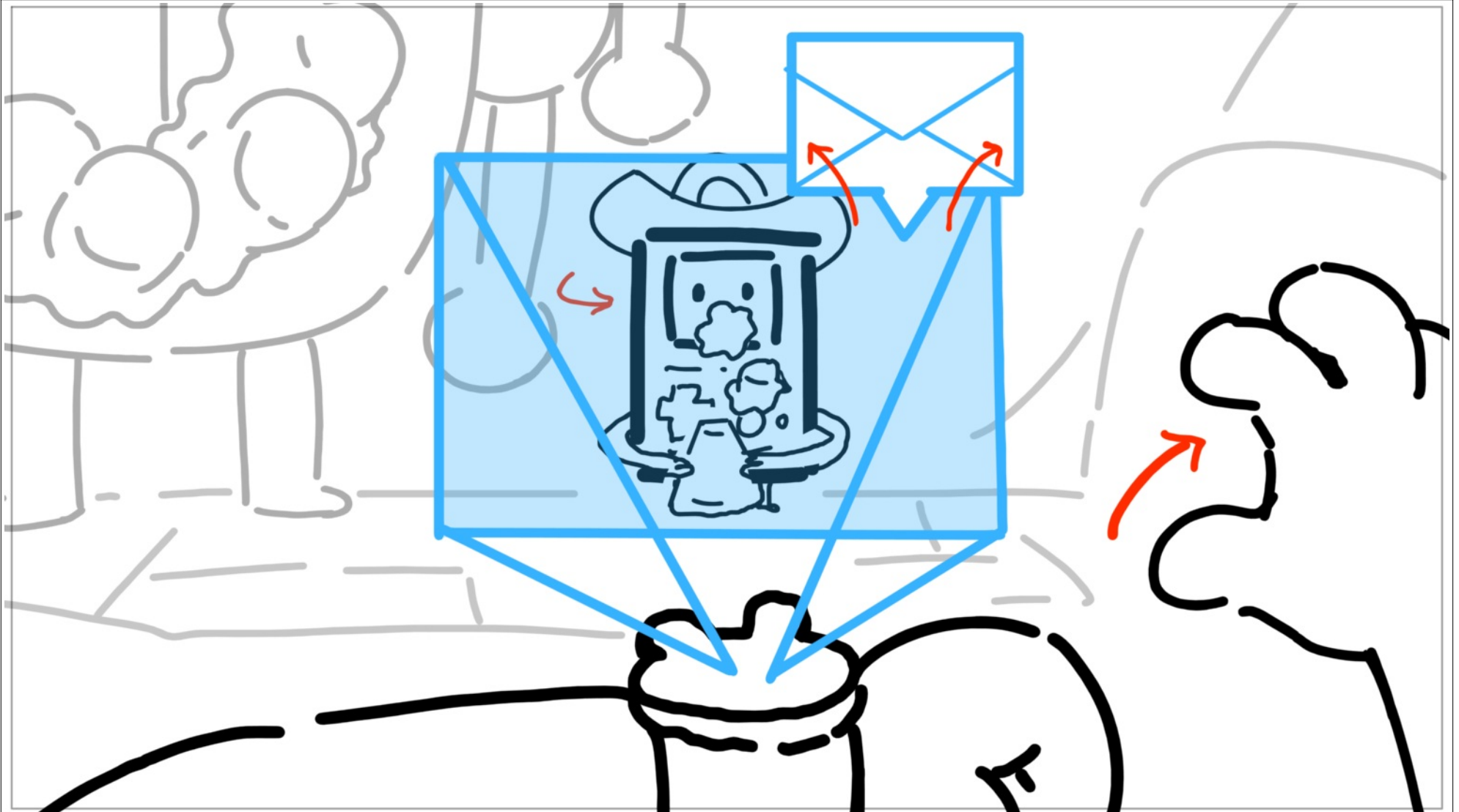


Action Notes  
sending pics

Scene	Duration	Panel	Duration
21	03:00	2	01:00

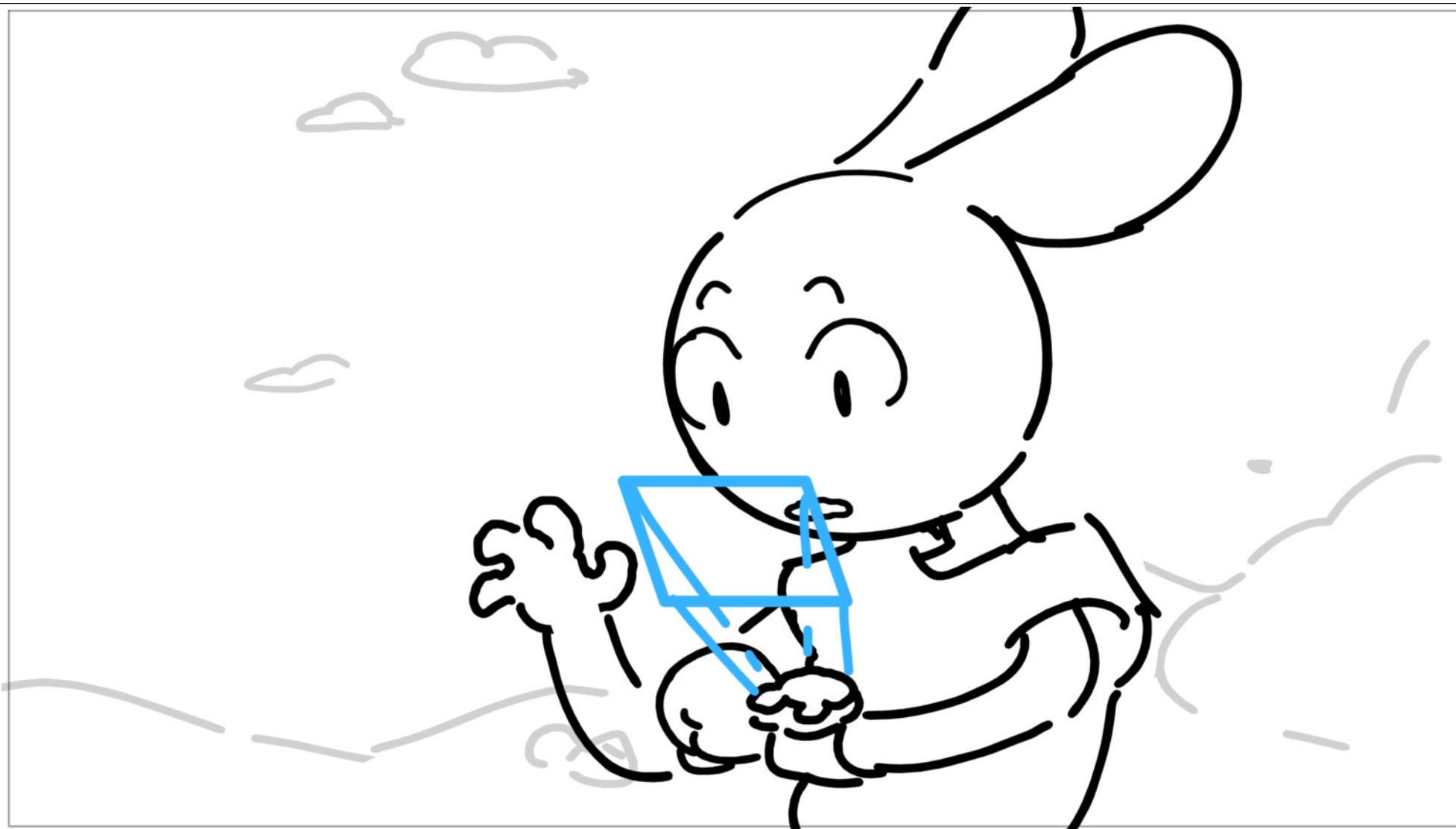


Scene	Duration	Panel	Duration
21	03:00	3	01:00



Dialog  
BMO: what are you doing, deputy?

Scene	Duration	Panel	Duration
22	03:00	1	01:00



Dialog  
Y5: uhhhhh...

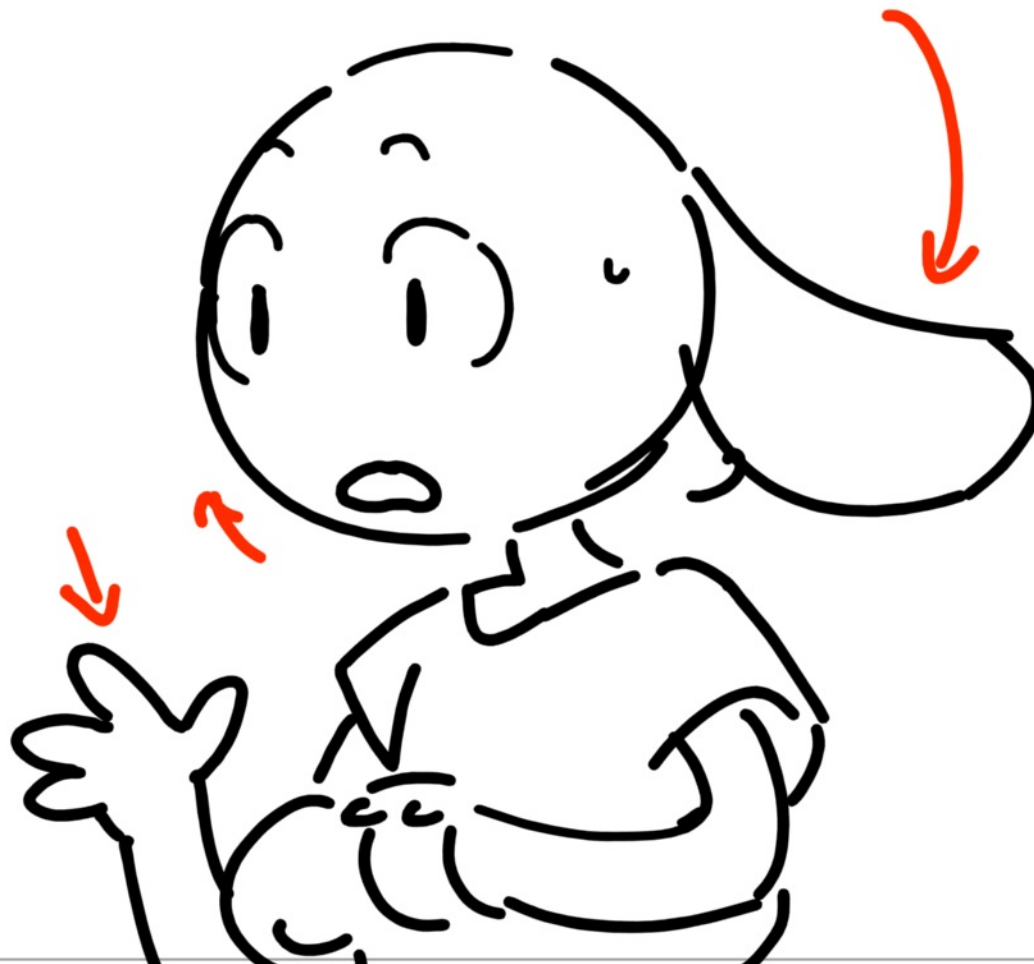
Scene	Duration	Panel	Duration
22	03:00	2	01:00



BG/SA

Dialog  
Y5: uhhhhh...

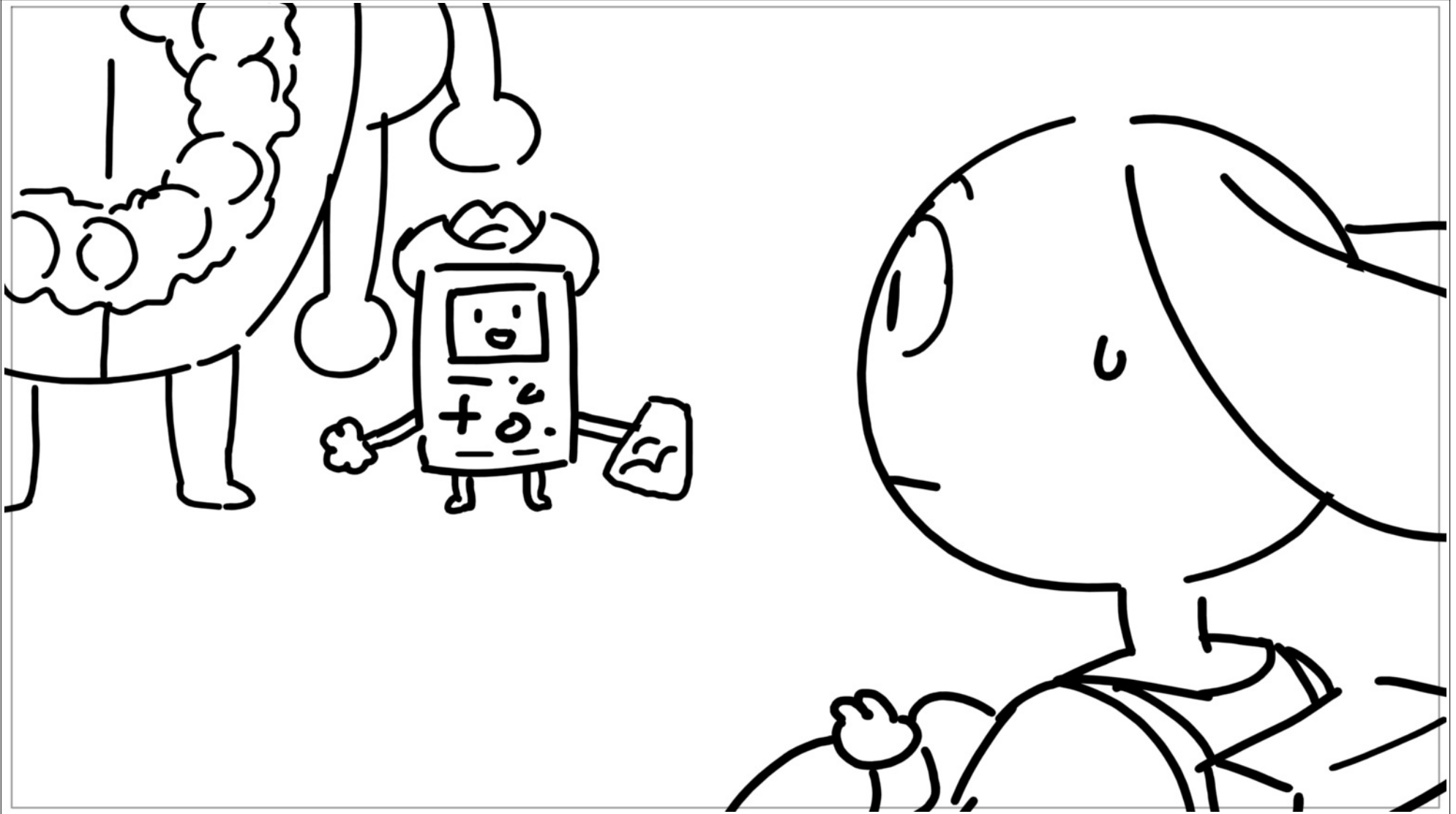
Scene	Duration	Panel	Duration
22	03:00	3	01:00



Dialog

Y5: we gotta record your first visitor in your new office.

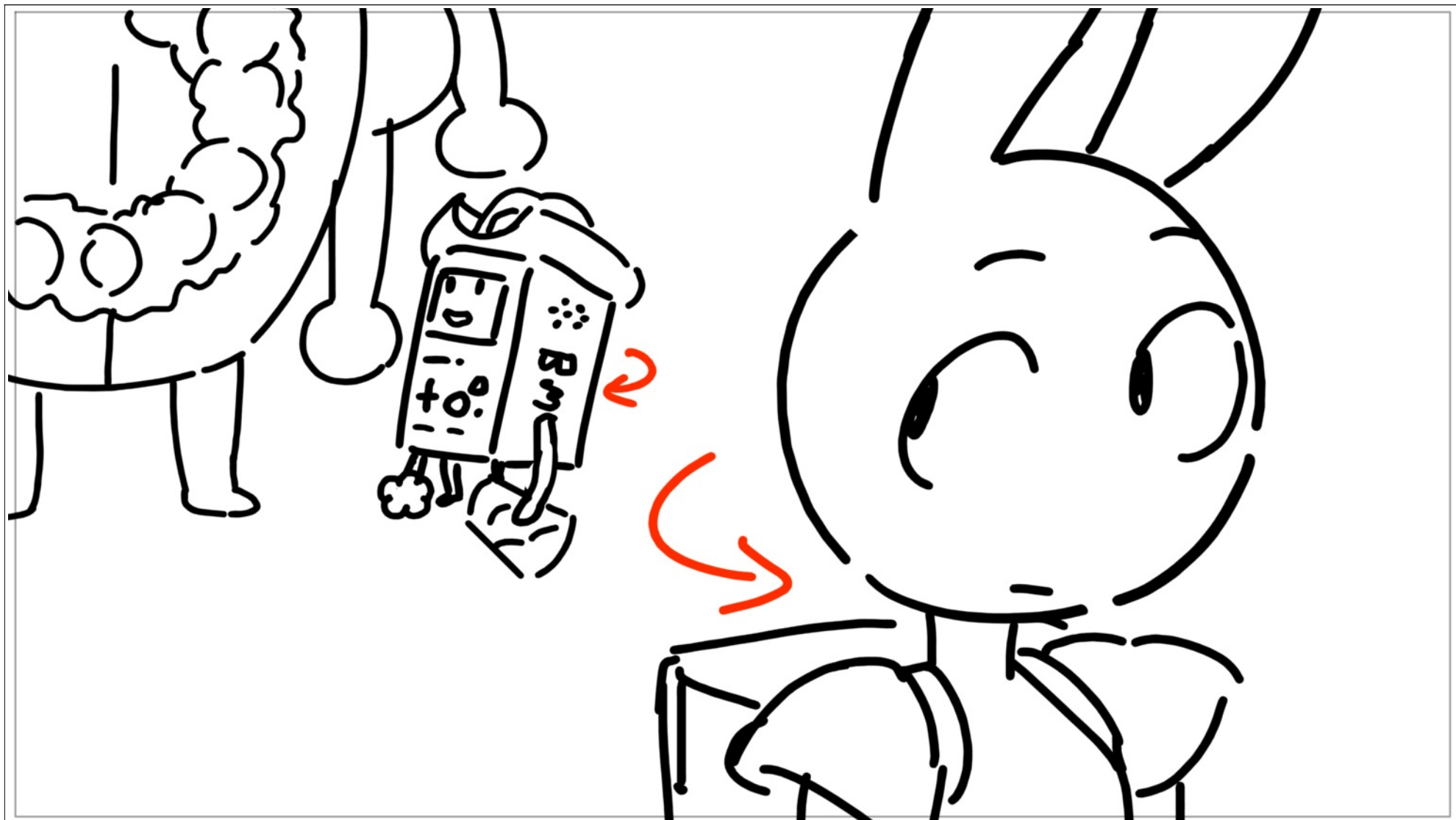
Scene	Duration	Panel	Duration
23	05:00	1	01:00



Dialog  
BMO: (coyly) you're so thoughtful!



Scene	Duration	Panel	Duration
23	05:00	2	01:00

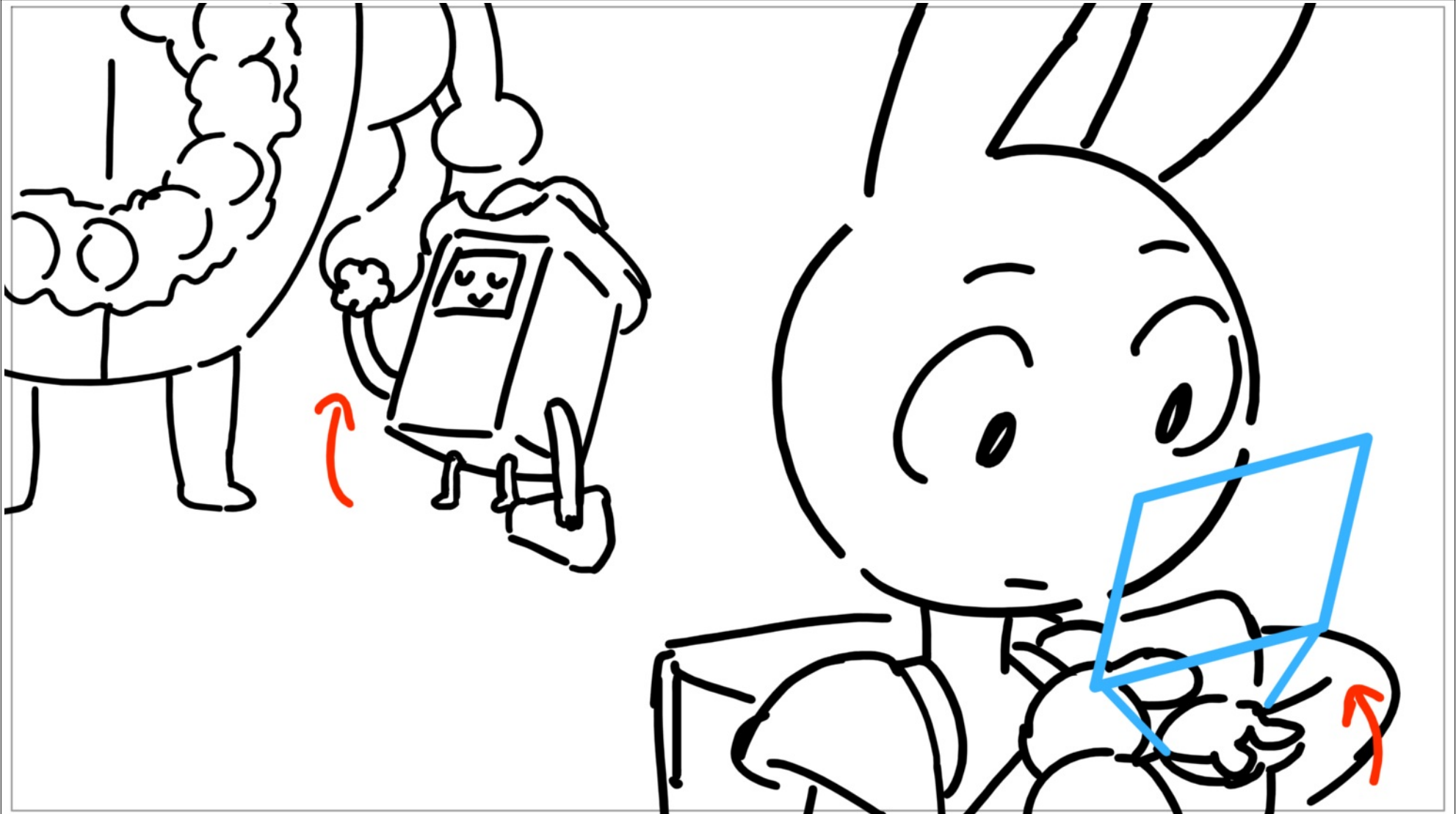


Dialog

BMO: ok, please leave now, I am busy.

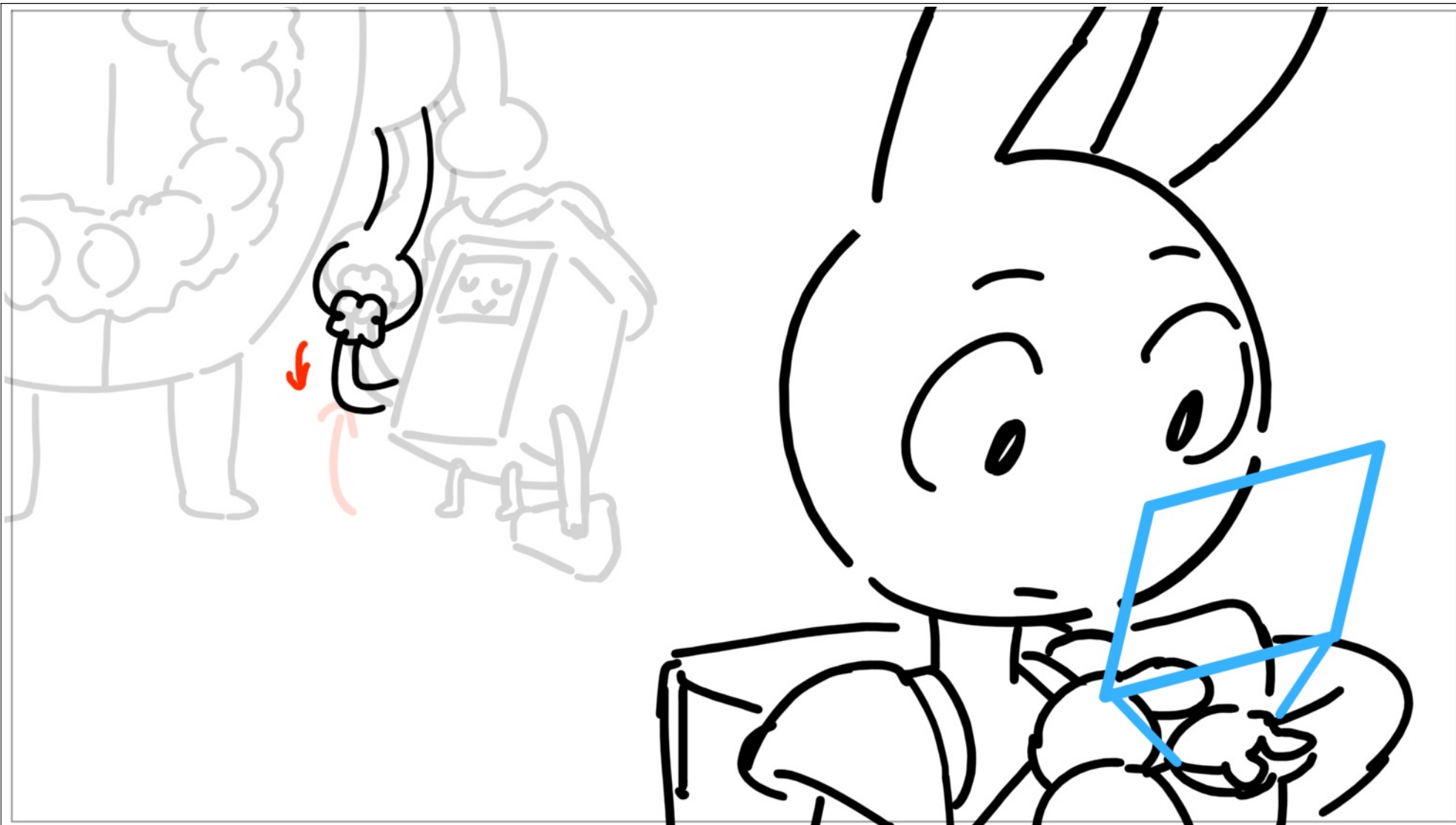


Scene	Duration	Panel	Duration
23	05:00	3	01:00



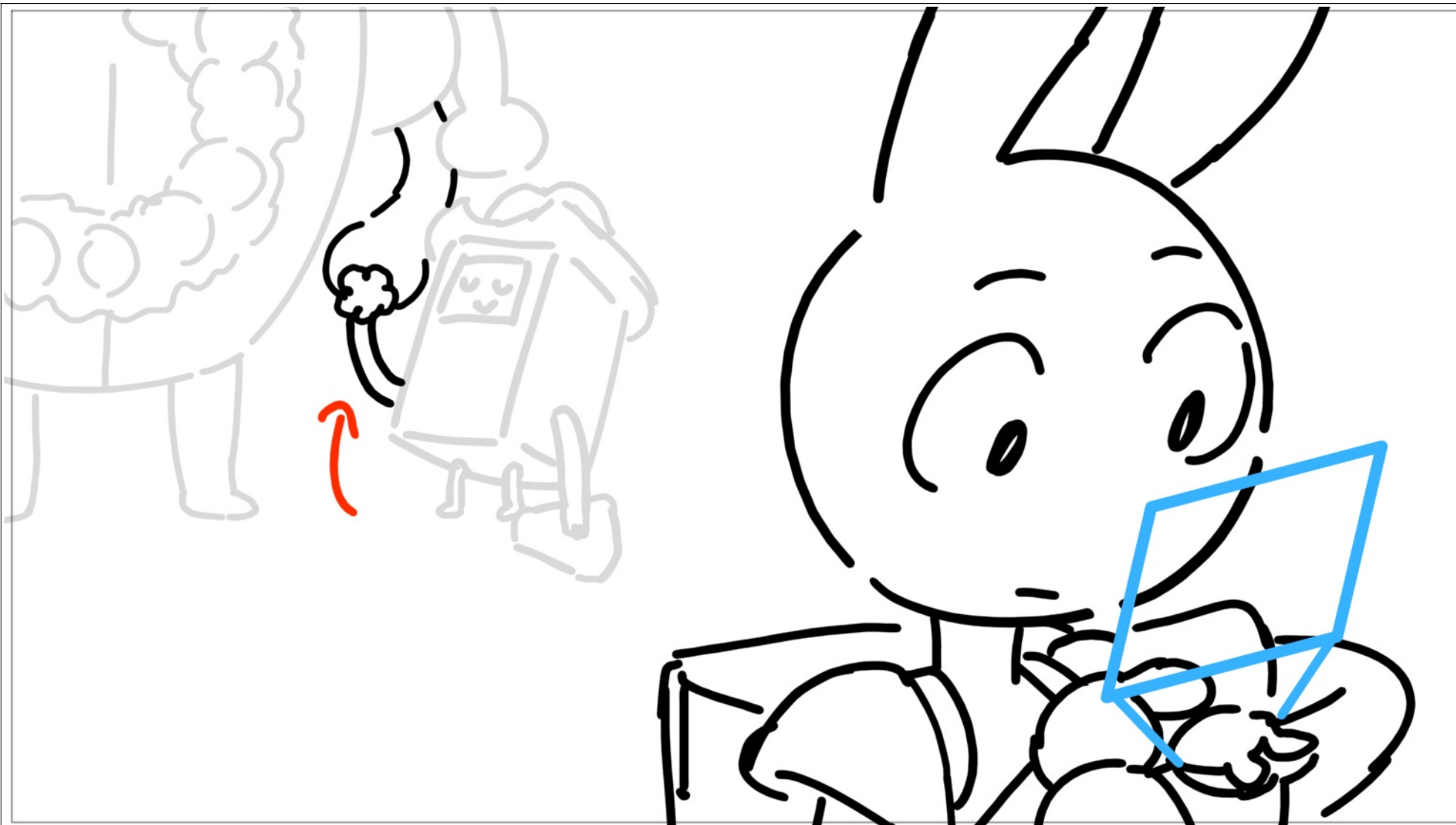
Dialog  
cole: ok

Scene	Duration	Panel	Duration
23	05:00	4	01:00



Dialog  
cole: ok

Scene	Duration	Panel	Duration
23	05:00	5	01:00



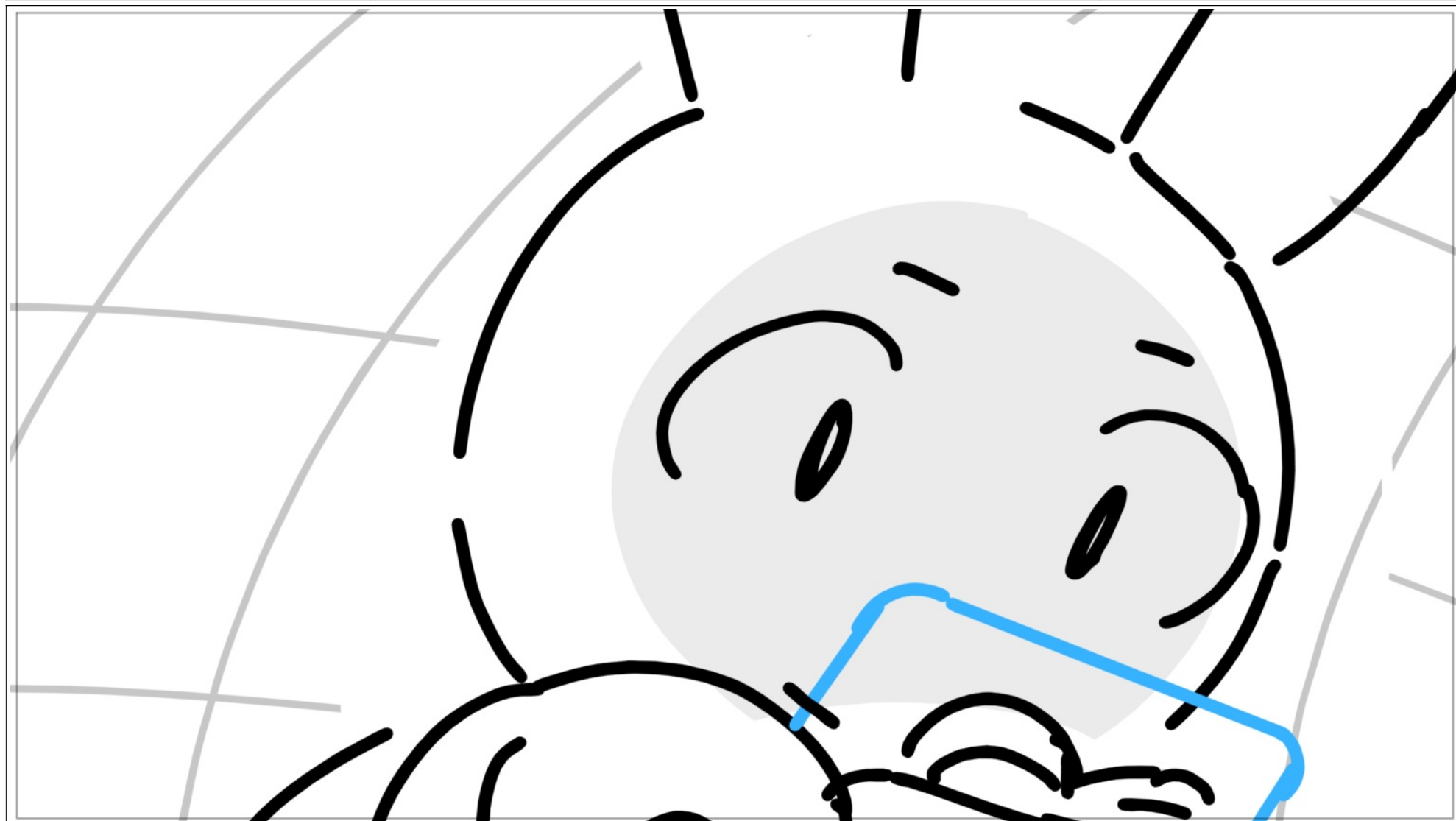
Dialog  
cole: ok

Scene	Duration	Panel	Duration
24	01:00	1	01:00



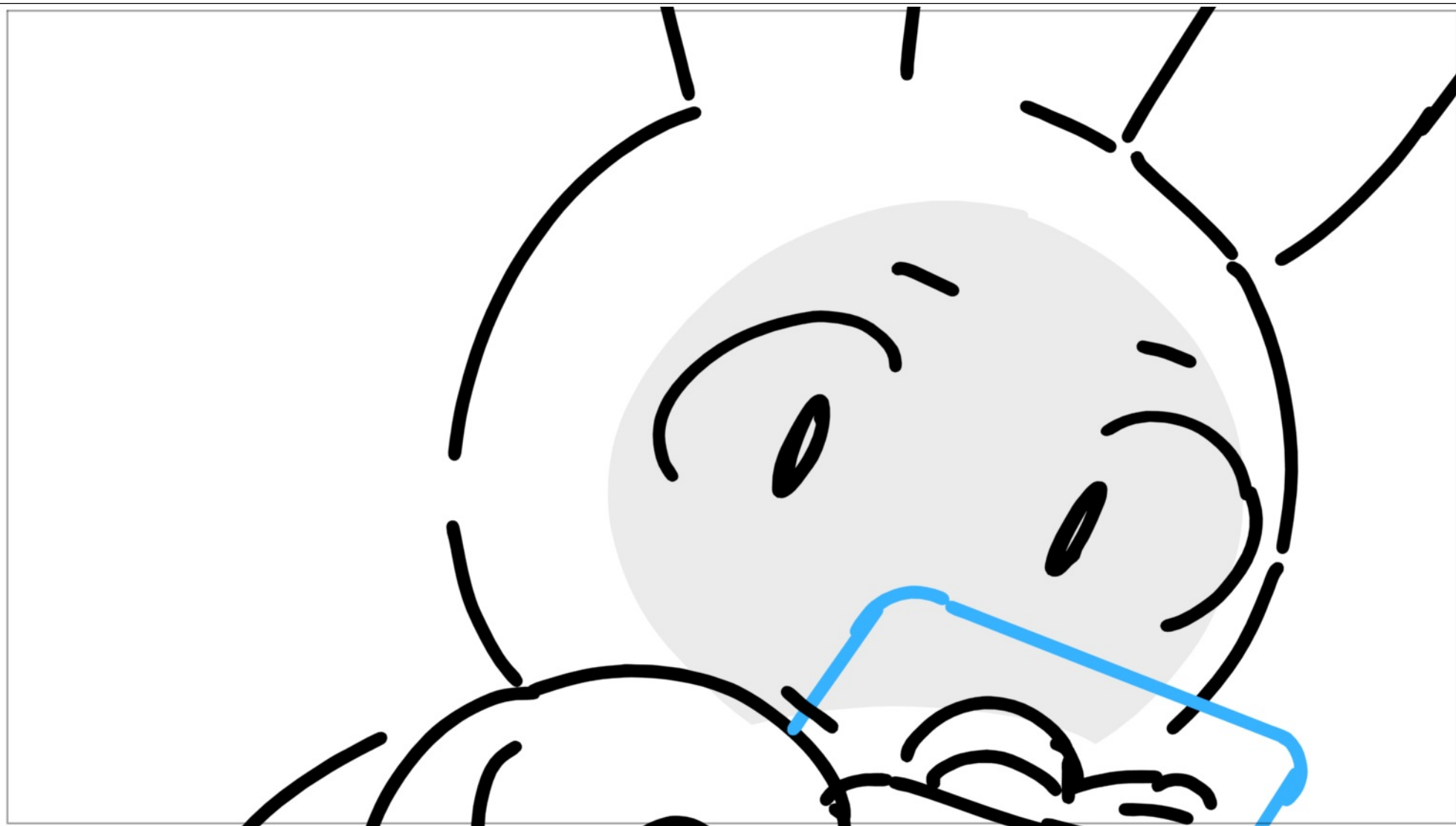
*secure and bring it in.*  
**IMMEDIATELY !!**

Scene	Duration	Panel	Duration
25	03:21	1	00:23



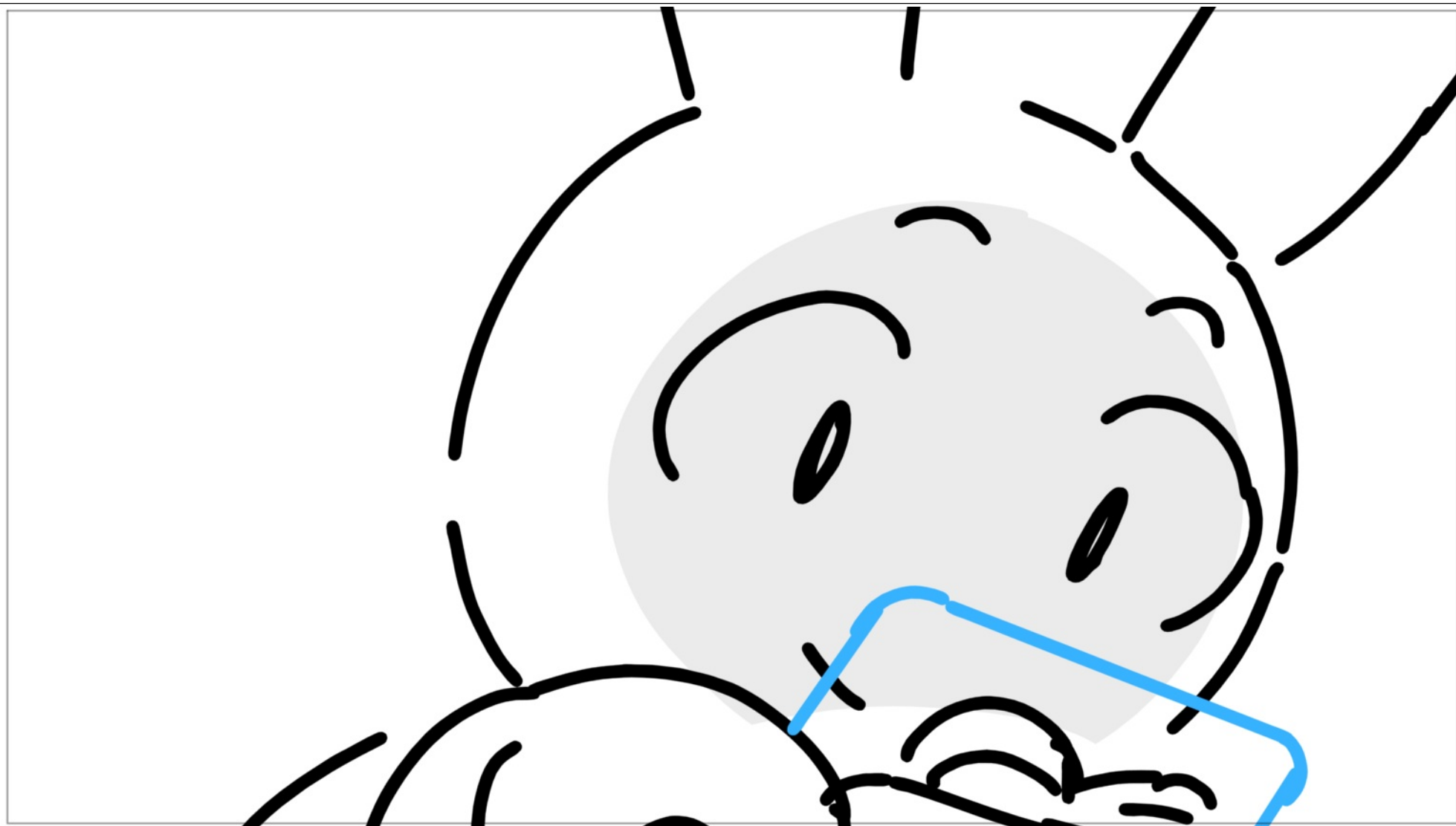
Action Notes  
Y5 reading

Scene	Duration	Panel	Duration
25	03:21	2	00:23



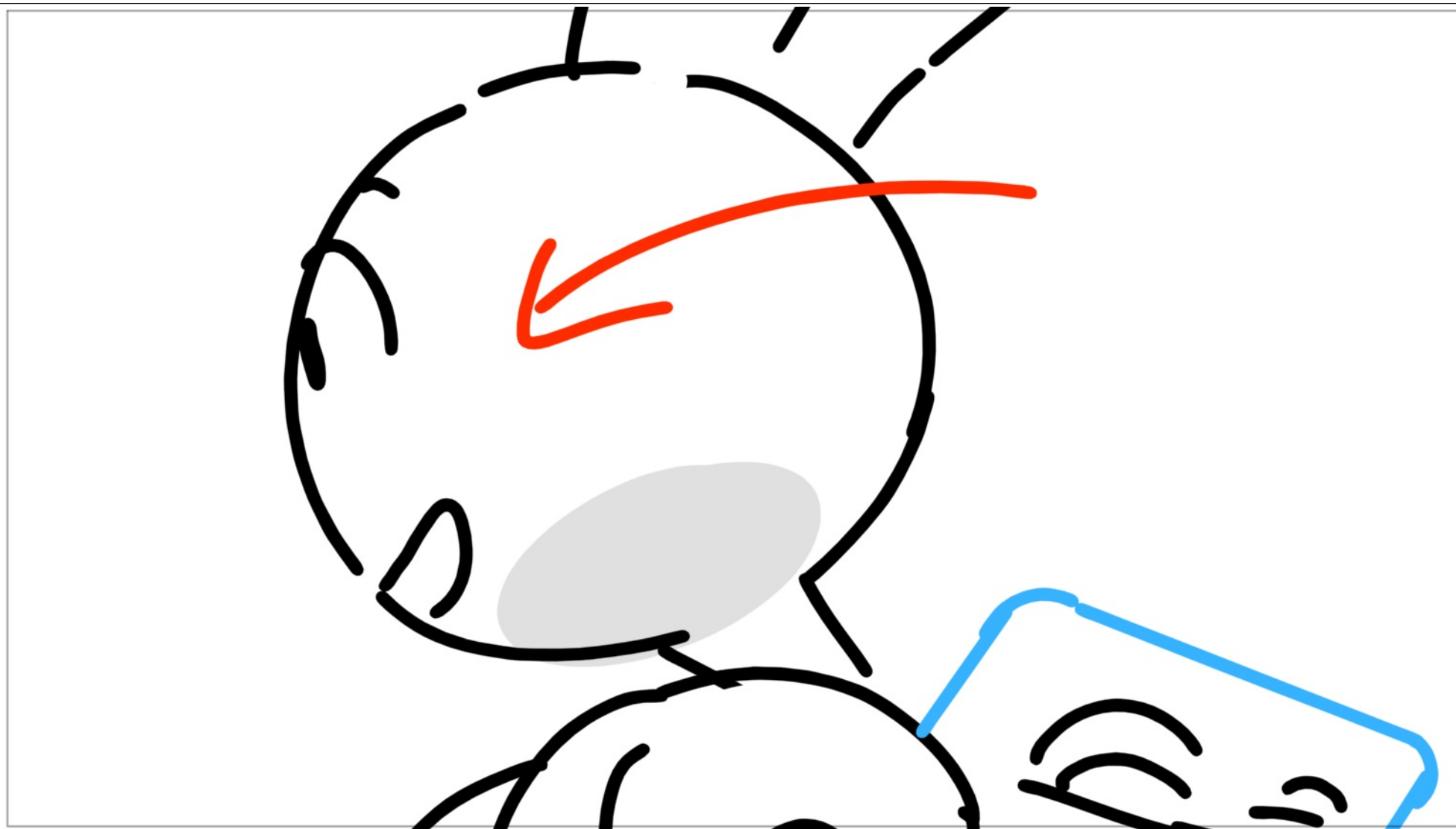
Action Notes  
Y5 reading

Scene	Duration	Panel	Duration
25	03:21	3	00:23



Action Notes  
Y5 smiles

Scene	Duration	Panel	Duration
25	03:21	4	01:00



Dialog  
Y5: hey, BMO--



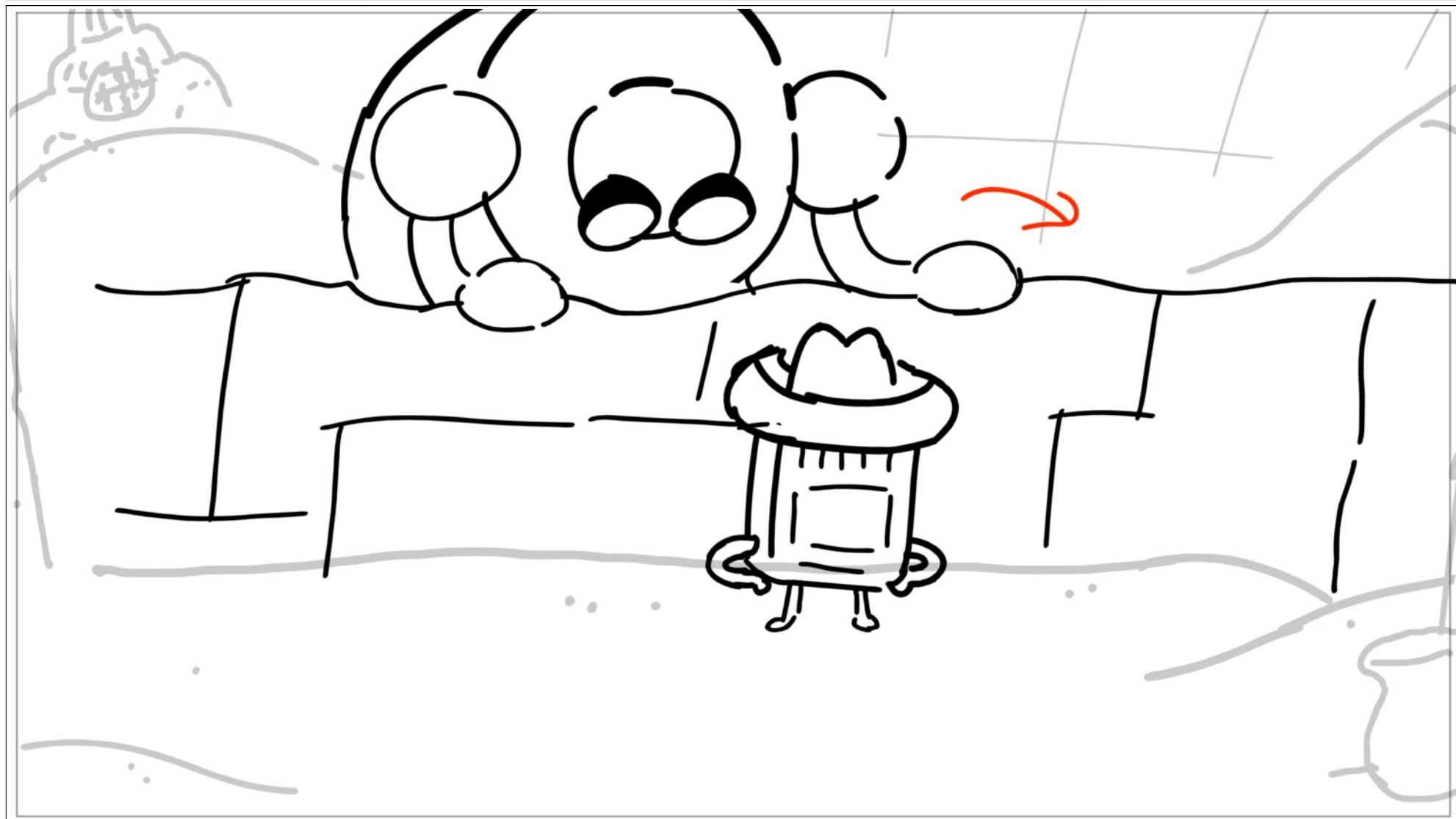
Scene	Duration	Panel	Duration
26	11:00	1	01:00



### Dialog

Y5: (os) you've just been summoned to meet some very influential citizens.

Scene	Duration	Panel	Duration
26	11:00	2	01:00



### Dialog

Y5: (os) you've just been summoned to meet some very influential citizens.

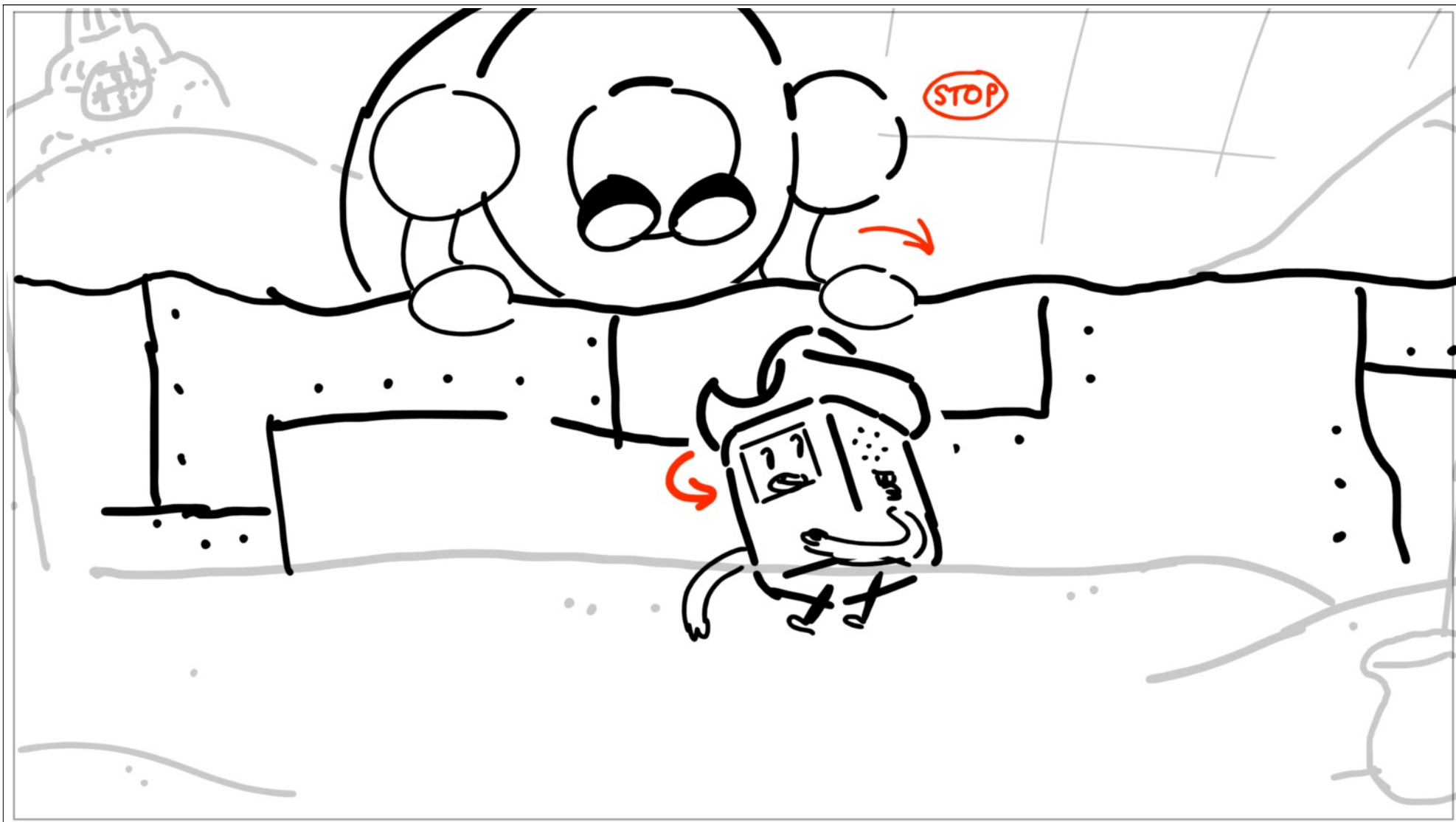
Scene	Duration	Panel	Duration
26	11:00	3	01:00



### Dialog

Y5: (os) you've just been summoned to meet some very influential citizens.

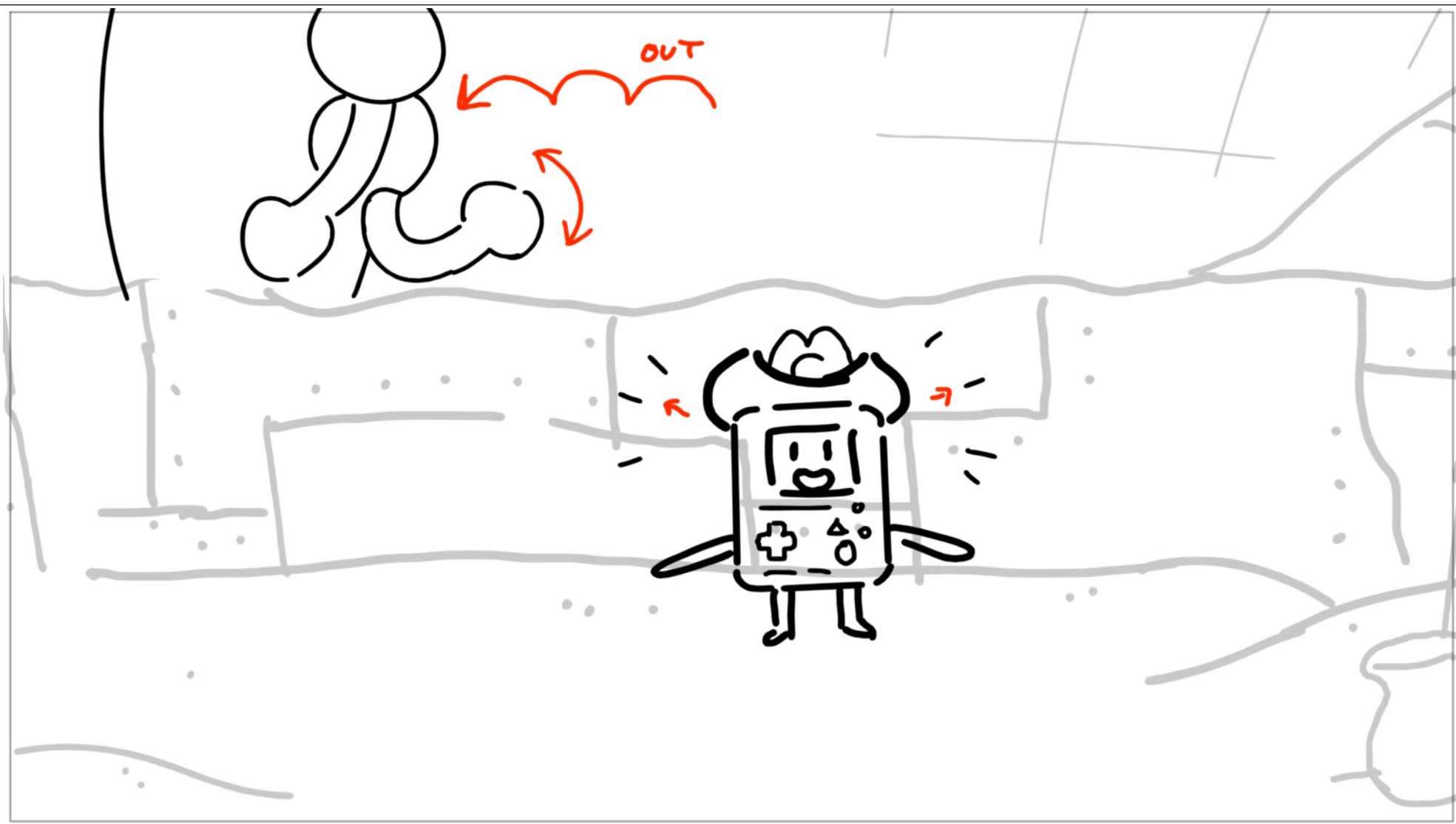
Scene	Duration	Panel	Duration
26	11:00	4	01:00



Dialog

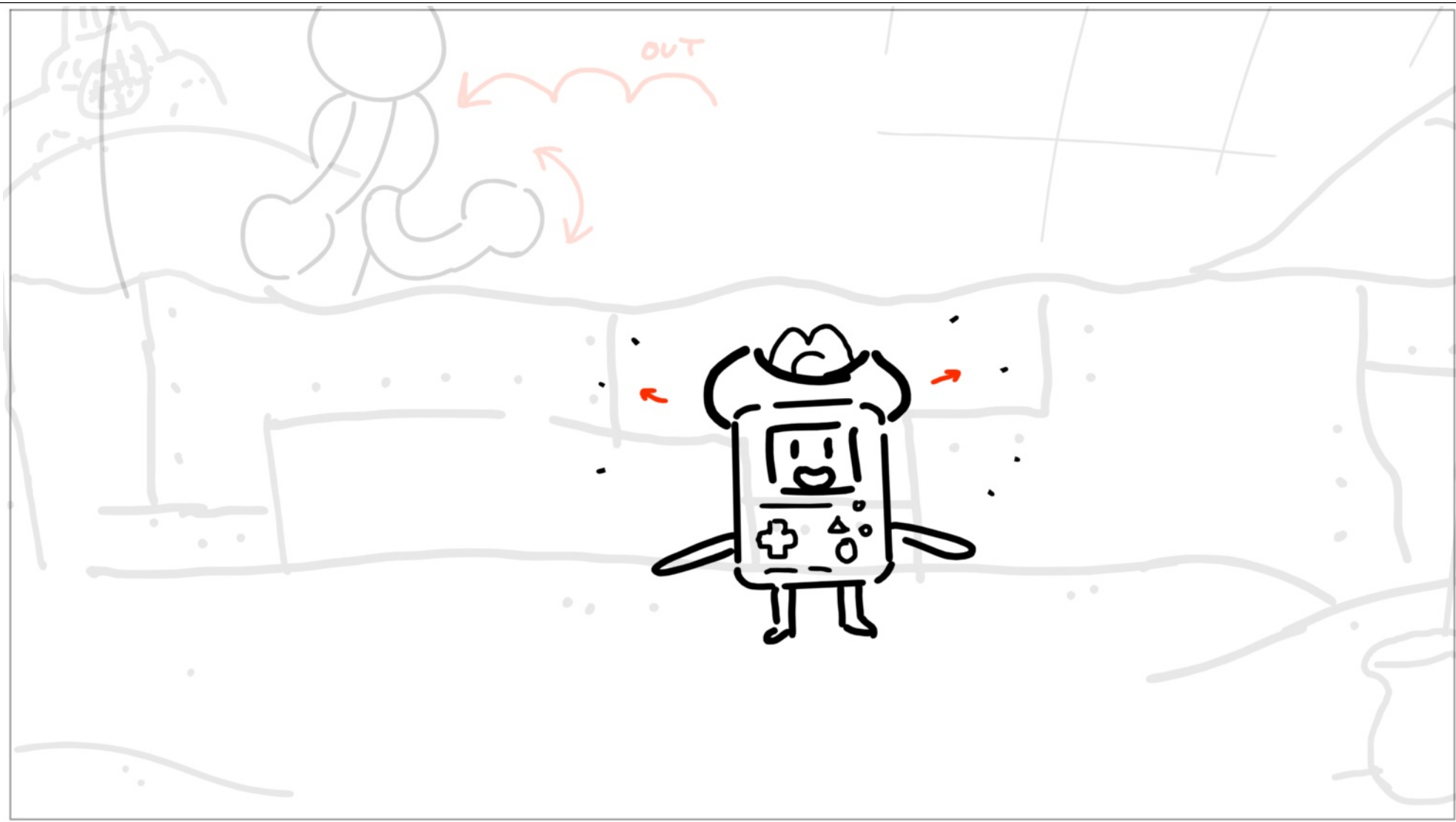
BMO: huh?!

Scene	Duration	Panel	Duration
26	11:00	5	01:00



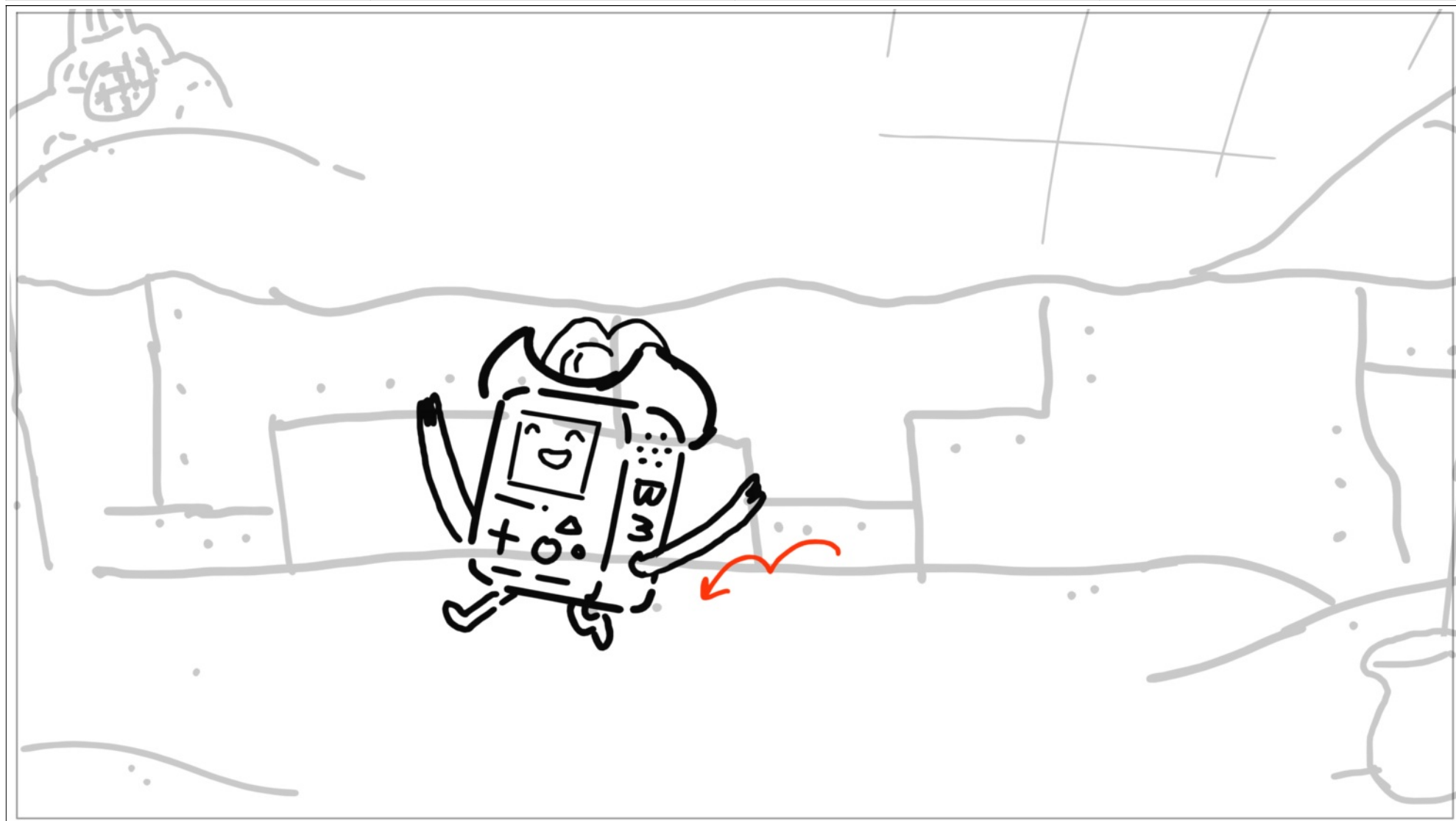
Dialog  
BMO: yes!

Scene	Duration	Panel	Duration
26	11:00	6	01:00



Dialog  
BMO: yes!

Scene	Duration	Panel	Duration
26	11:00	7	01:00



Dialog

BMO: it will give me a chance to check out my new (aggressive) stomping grounds!

Scene	Duration	Panel	Duration
26	11:00	8	01:00

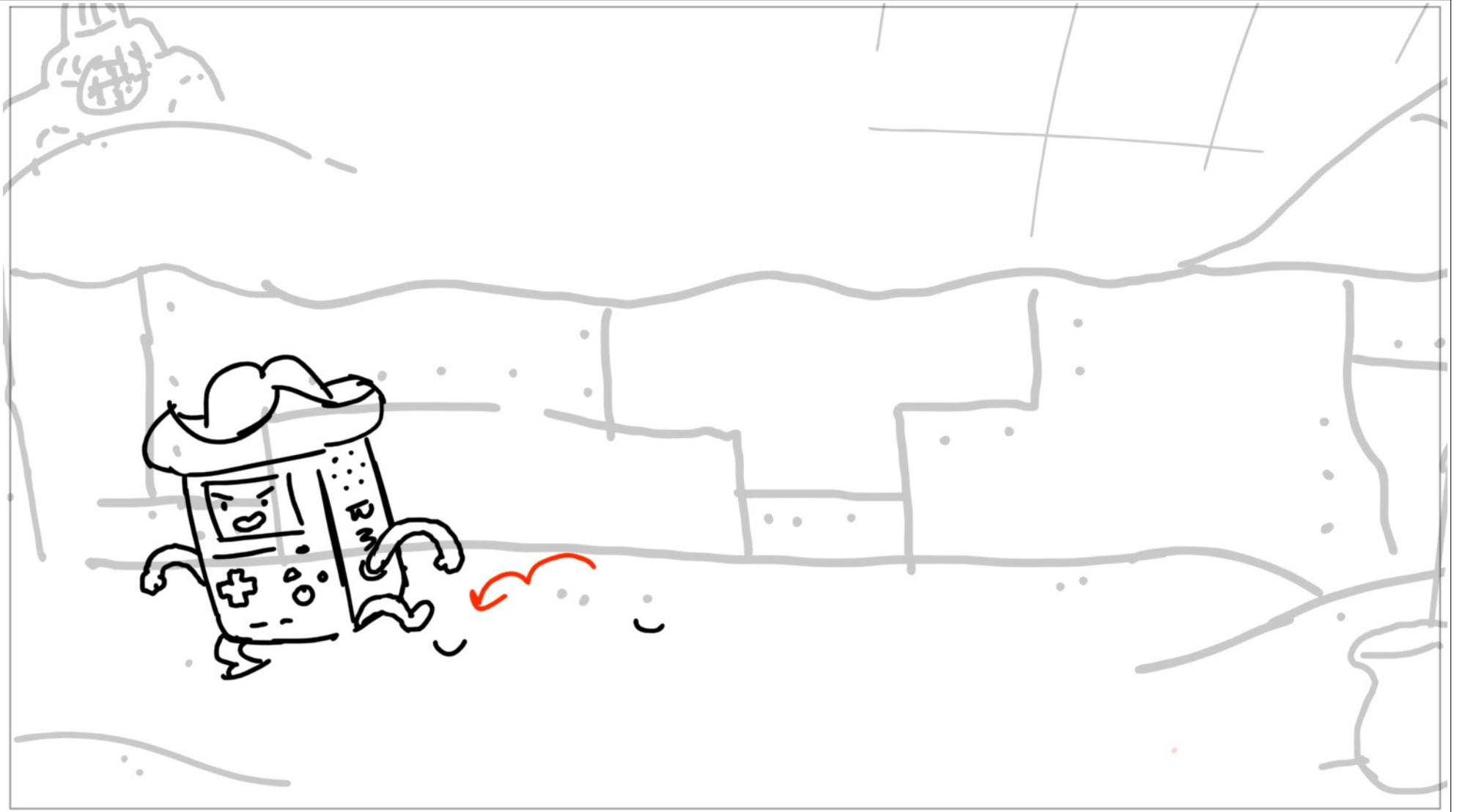


Dialog

BMO: it will give me a chance to check out my new (aggressive) stomping grounds!



Scene	Duration	Panel	Duration
26	11:00	9	01:00



Dialog

BMO: it will give me a chance to check out my new (aggressive) stomping grounds!

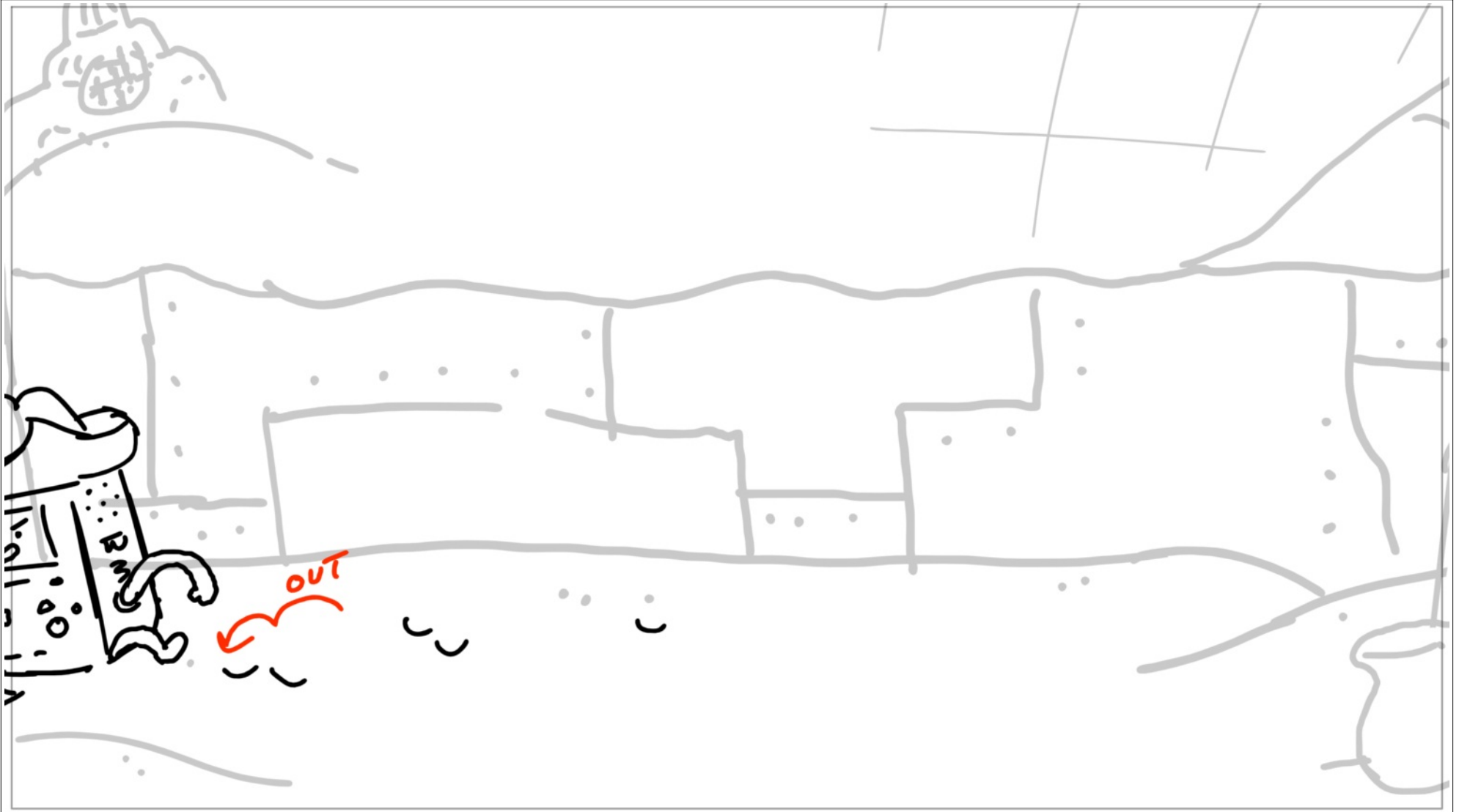
Scene	Duration	Panel	Duration
26	11:00	10	01:00



Dialog

BMO: it will give me a chance to check out my new (aggressive) stomping grounds!

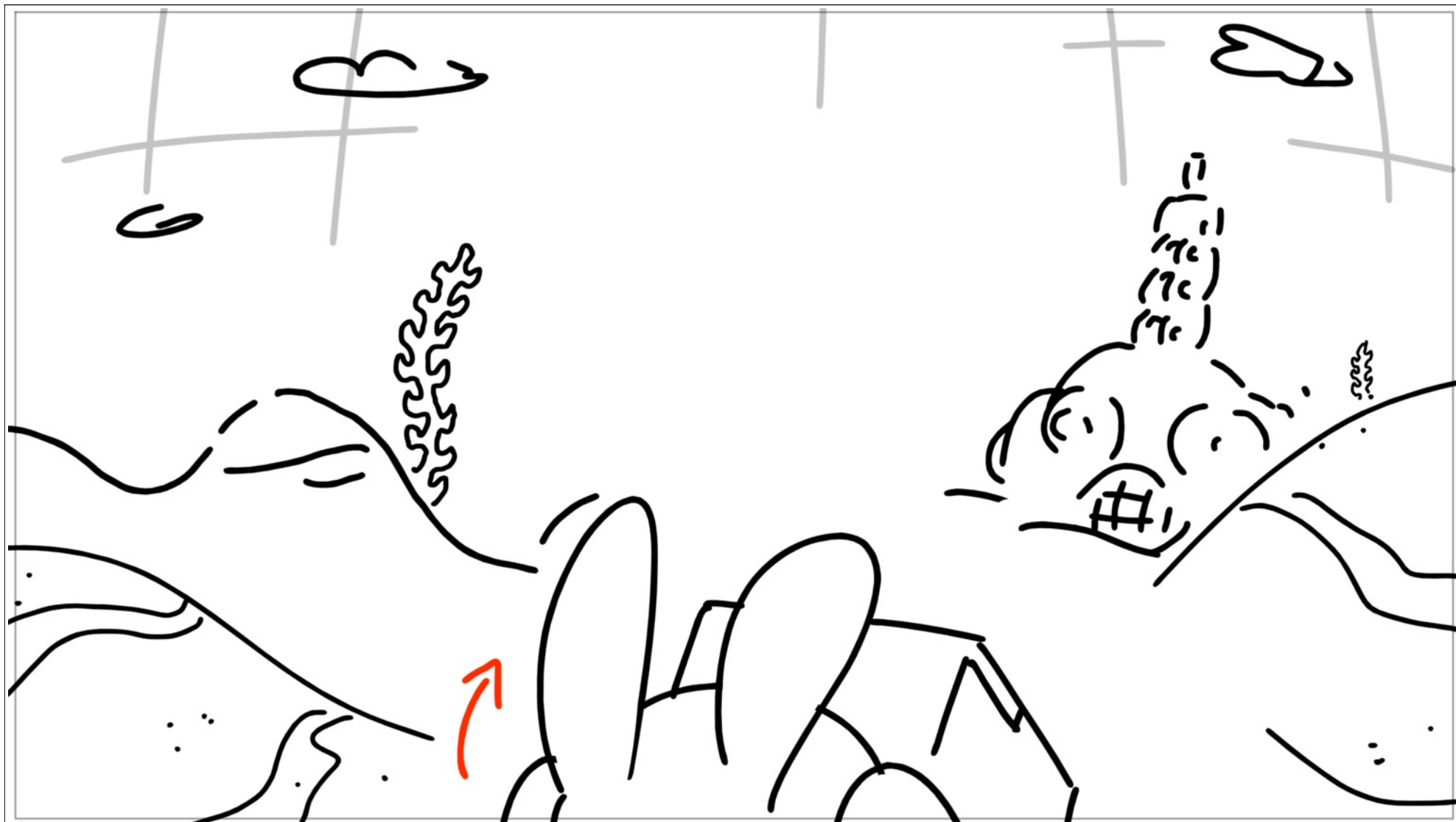
Scene	Duration	Panel	Duration
26	11:00	11	01:00



Dialog

BMO: it will give me a chance to check out my new (aggressive) stomping grounds!

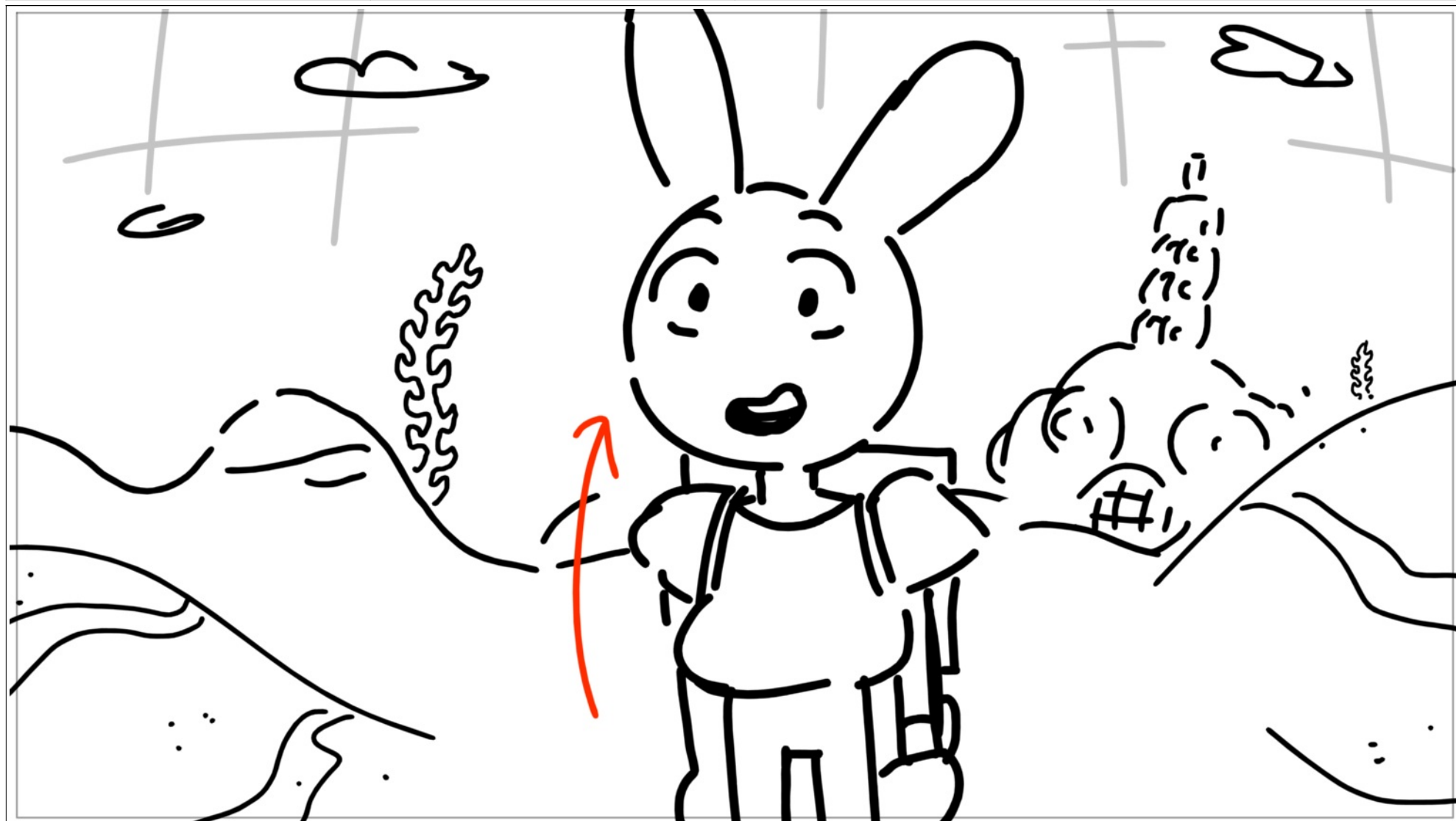
Scene	Duration	Panel	Duration
27	04:00	1	01:00



Action Notes

Y5 starts to stand up

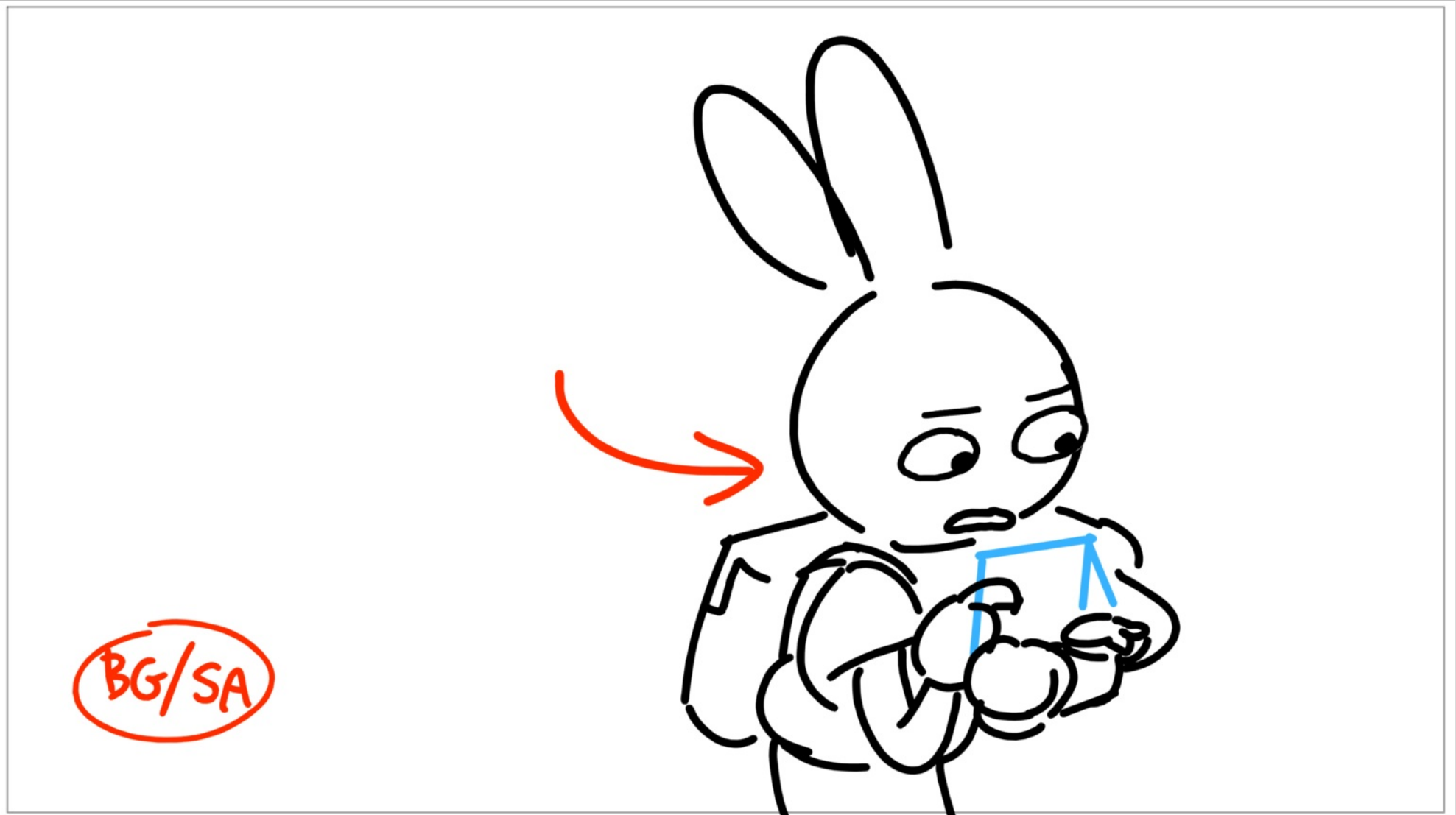
Scene	Duration	Panel	Duration
27	04:00	2	01:00



Dialog

Y5: great!

Scene	Duration	Panel	Duration
27	04:00	3	01:00



Dialog

Y5: (under her breath like shes typing it out) fish... is.... on the... hook.

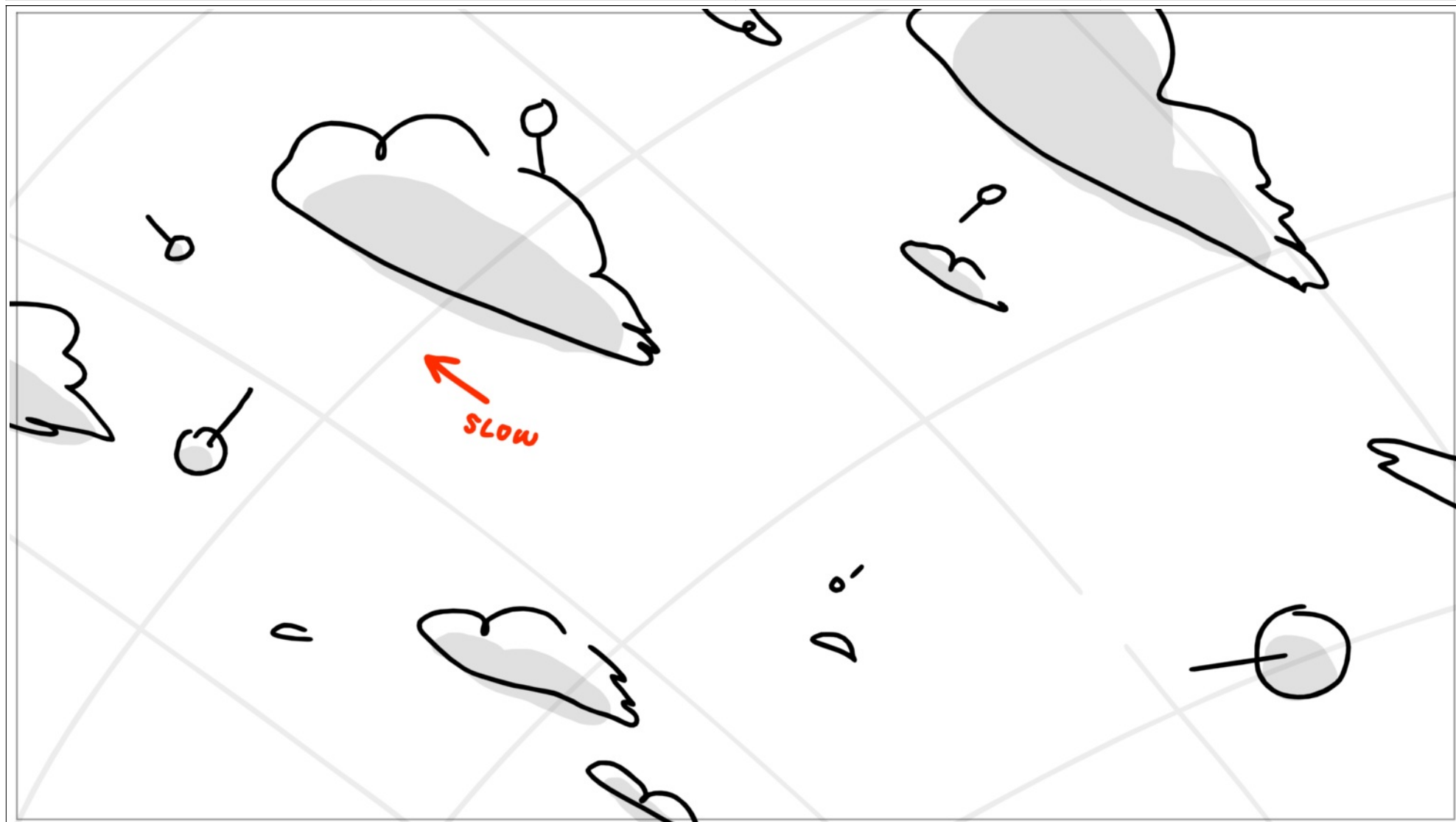
Scene	Duration	Panel	Duration
27	04:00	4	01:00



Dialog

Y5: (under her breath like shes typing it out) fish... is.... on the... hook.

Scene	Duration	Panel	Duration
28	01:00	1	01:00

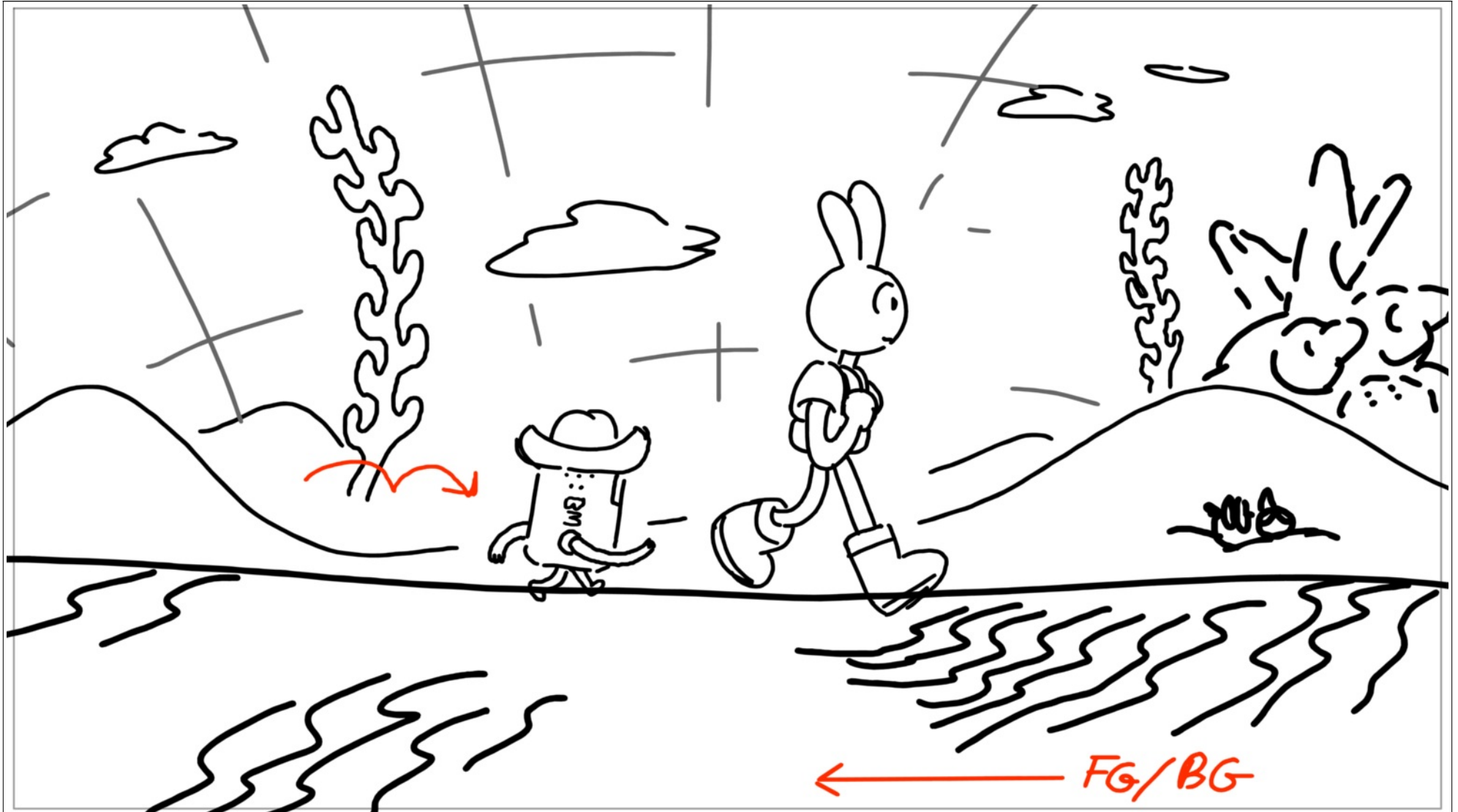


### Action Notes

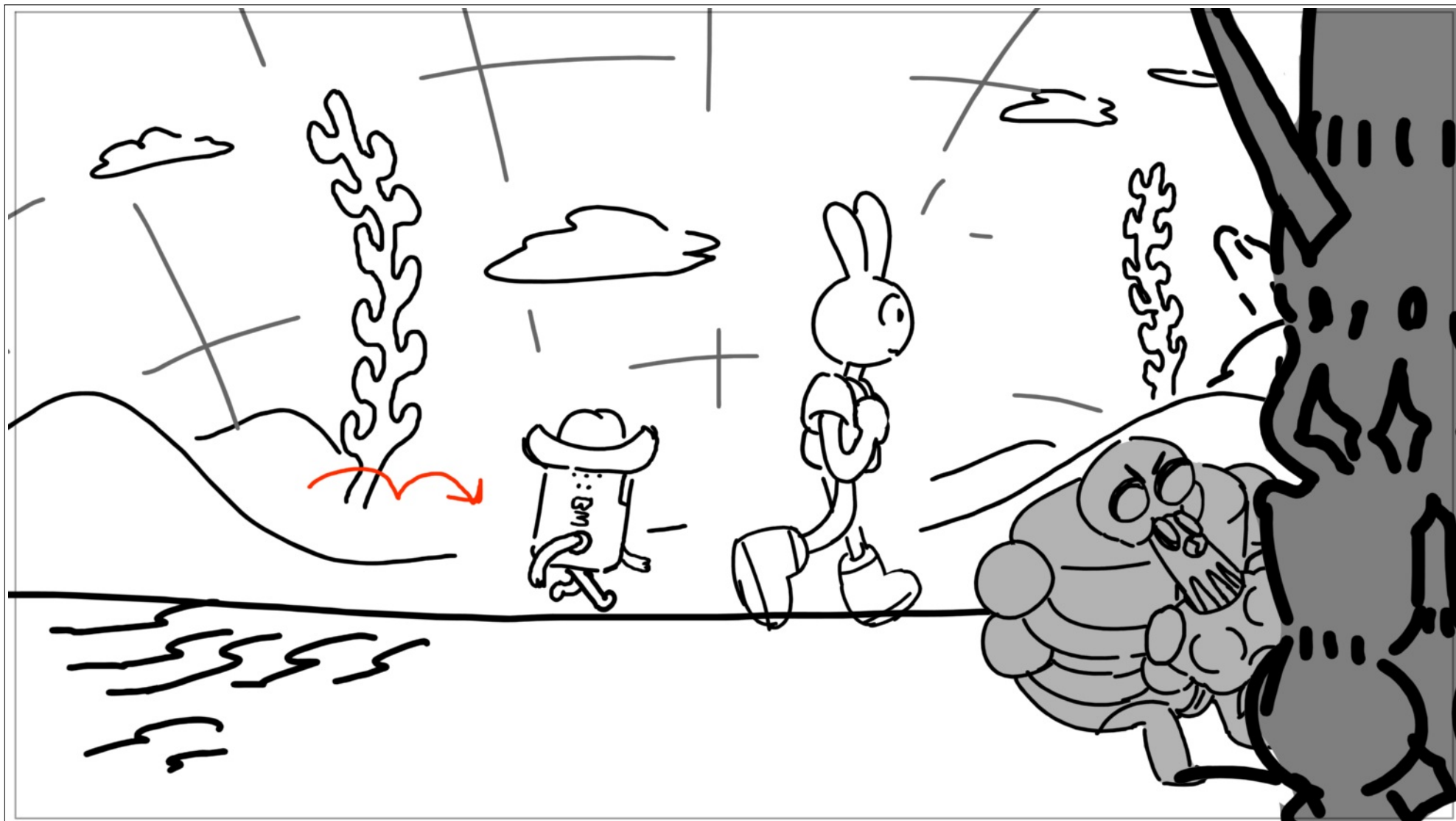
clouds passing by slowly- [...] -



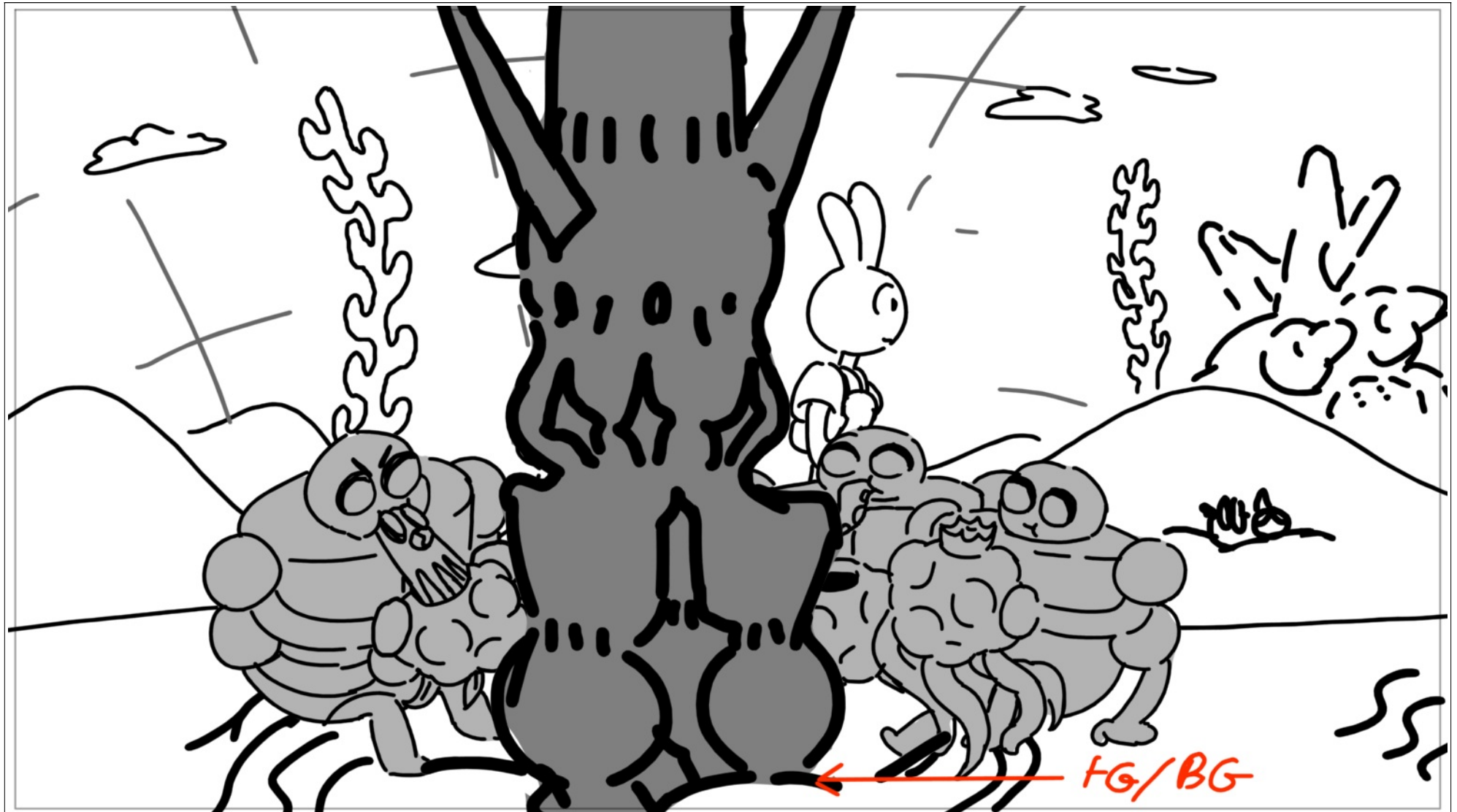
Scene	Duration	Panel	Duration
29	08:00	1	01:00



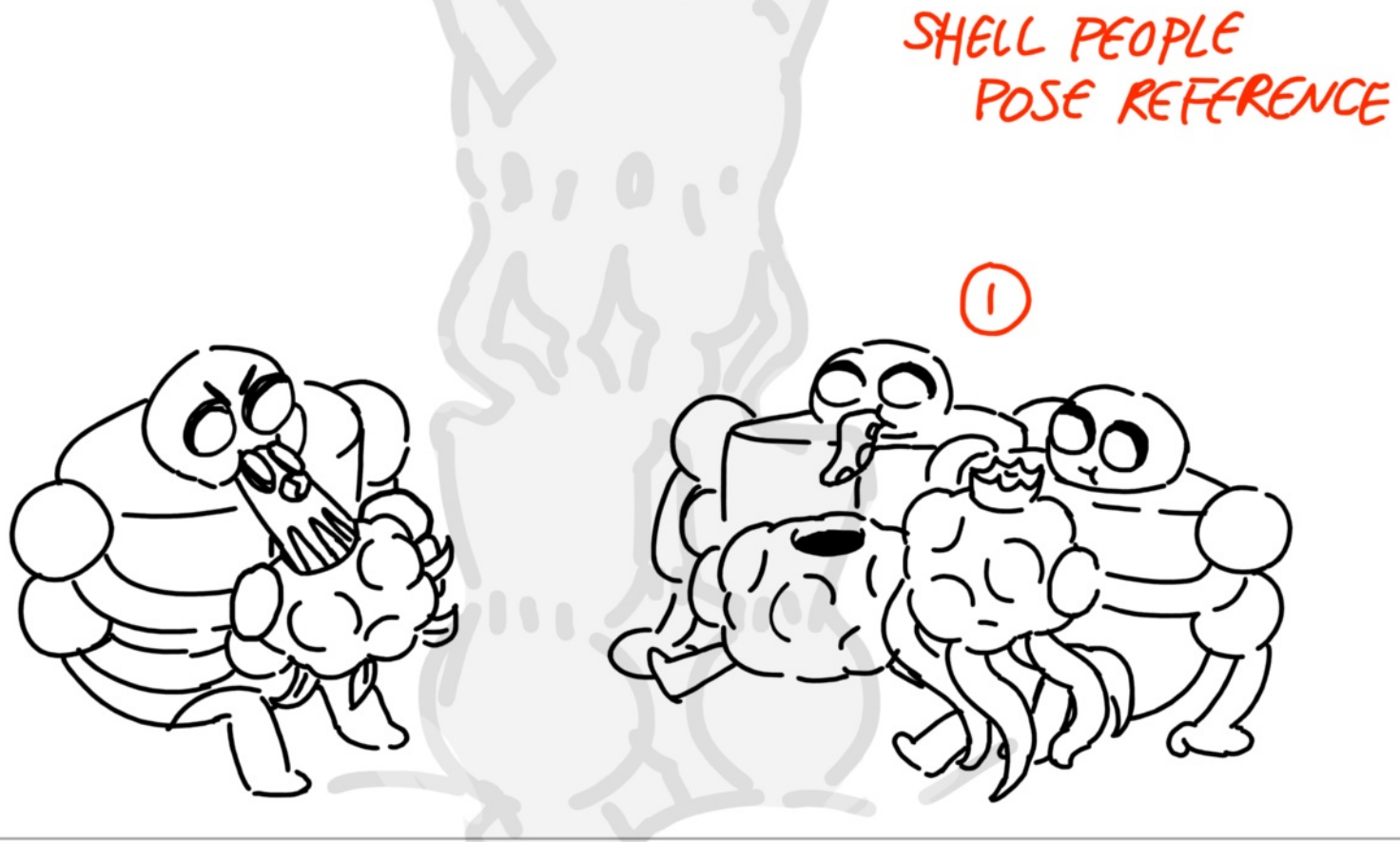
Scene	Duration	Panel	Duration
29	08:00	2	01:00



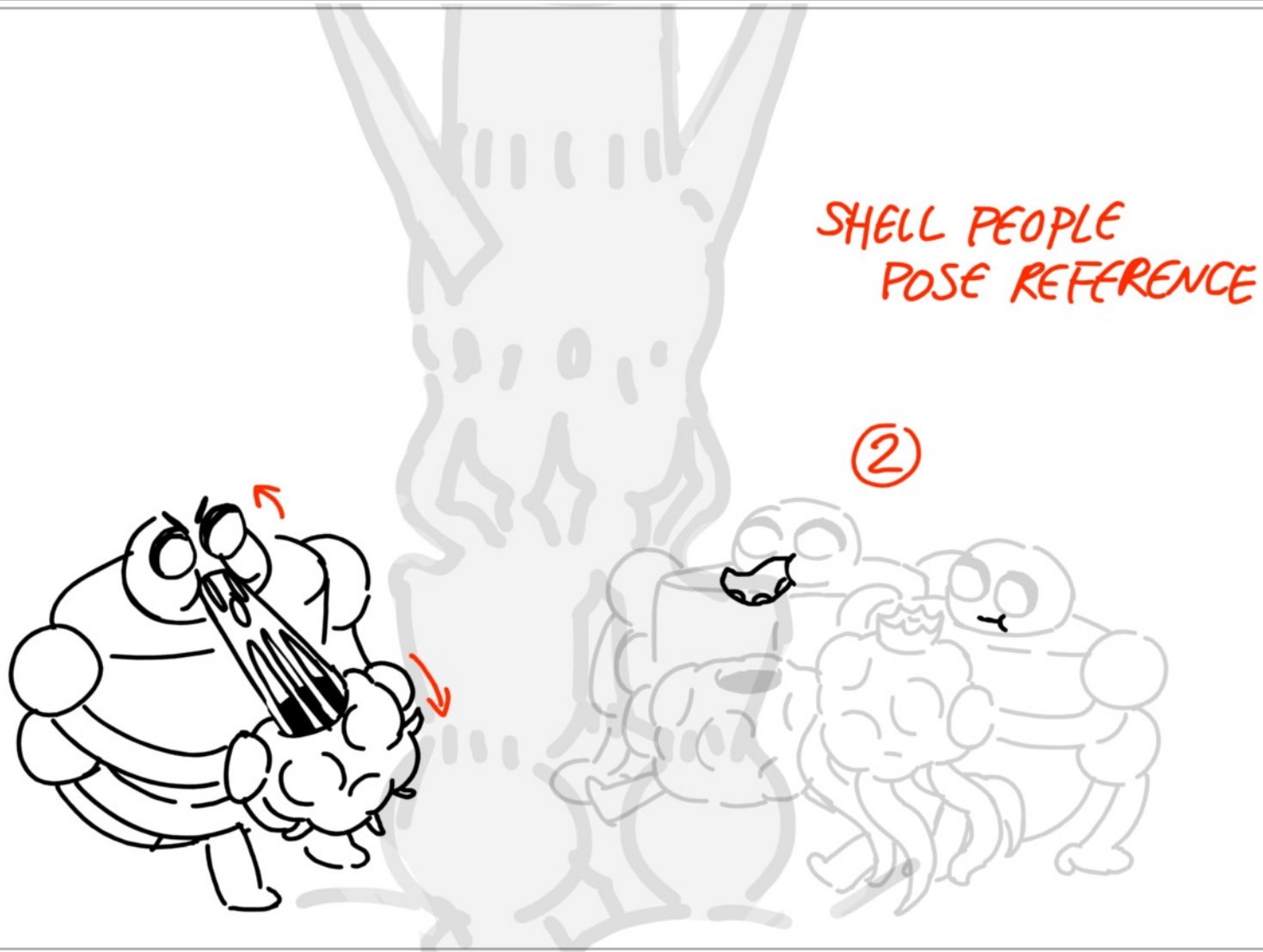
Scene	Duration	Panel	Duration
	29	08:00	3
			01:00



Scene	Duration	Panel	Duration
29	08:00	4	01:00

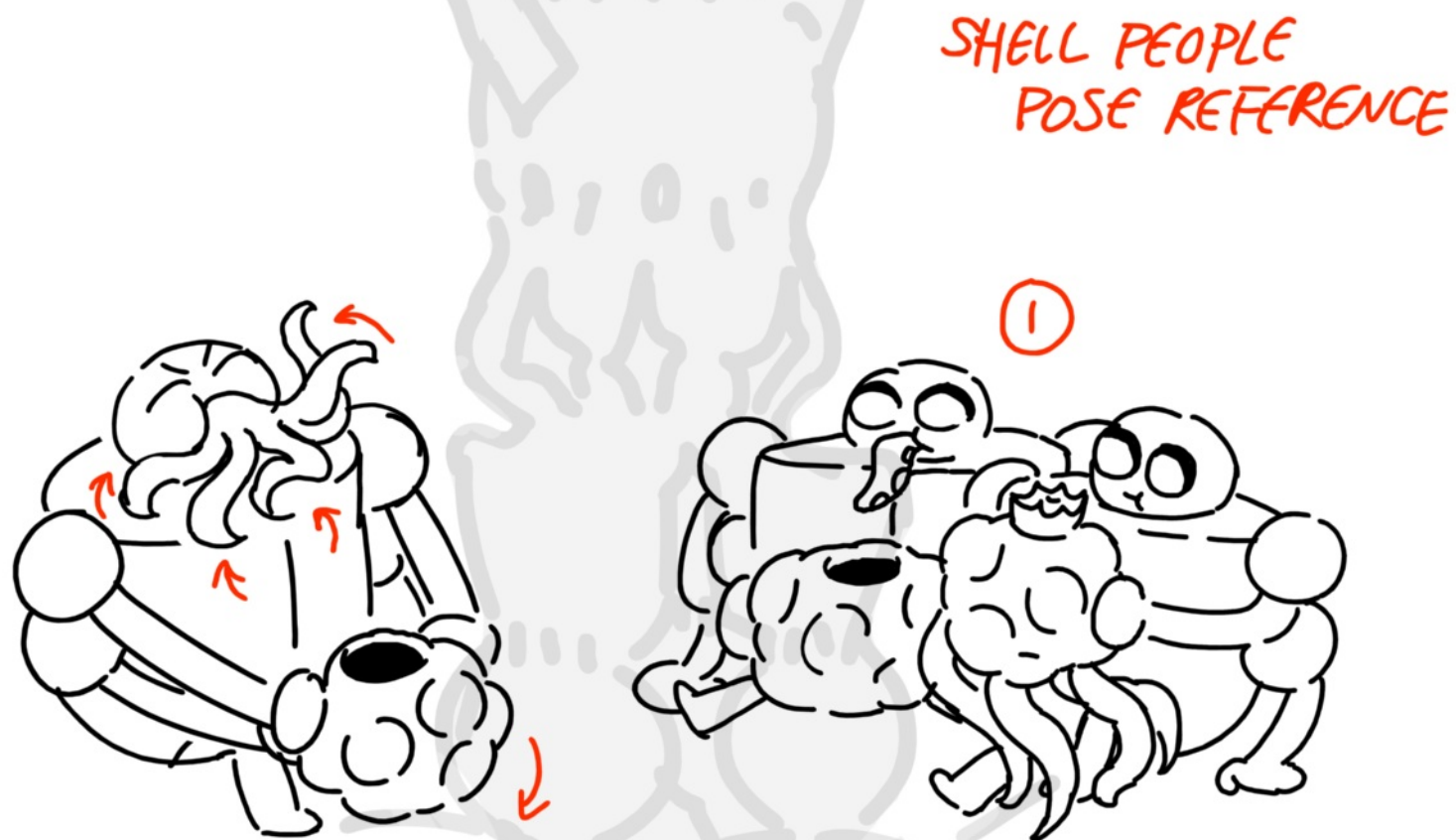


Scene	Duration	Panel	Duration
29	08:00	5	01:00

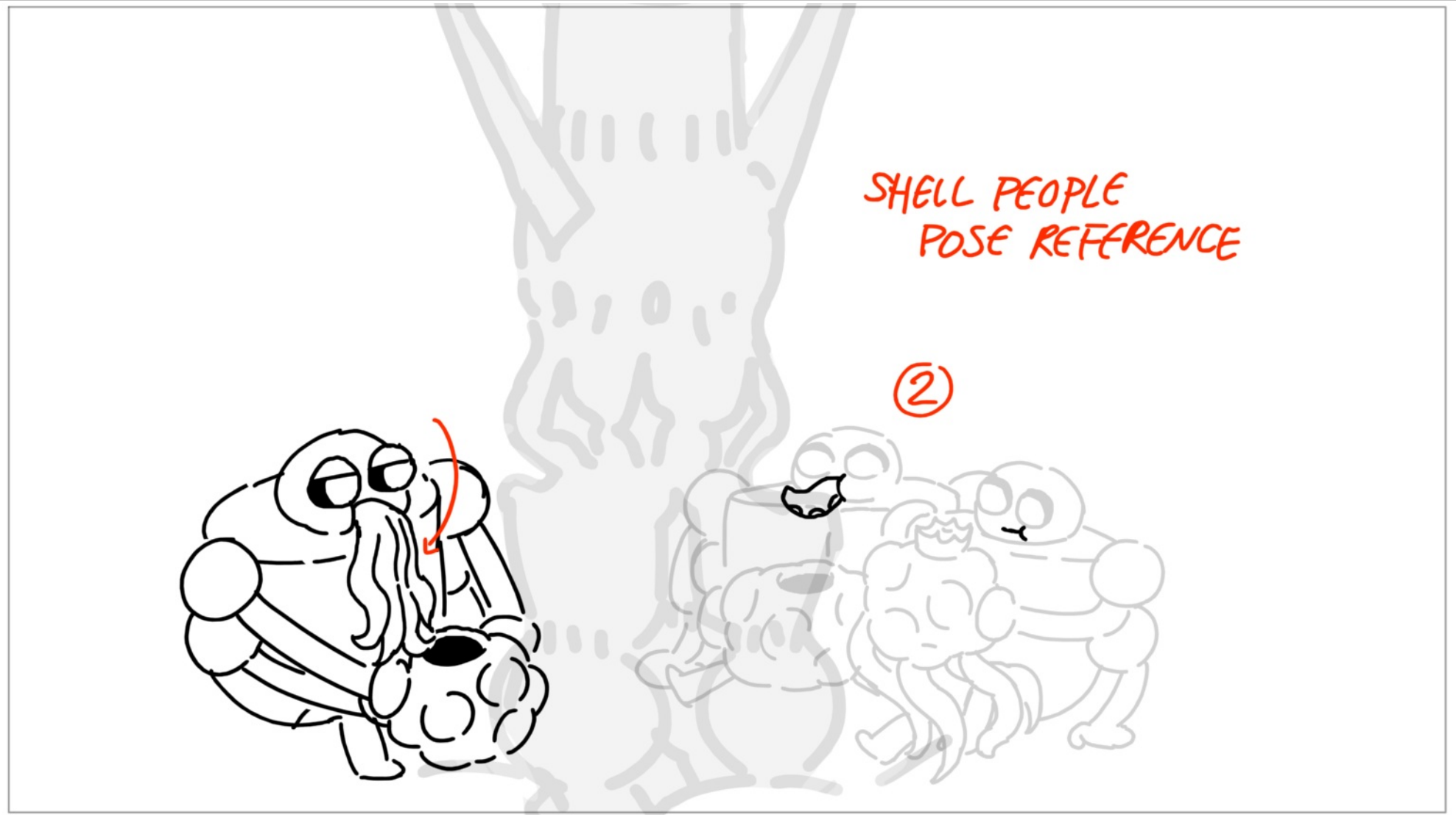




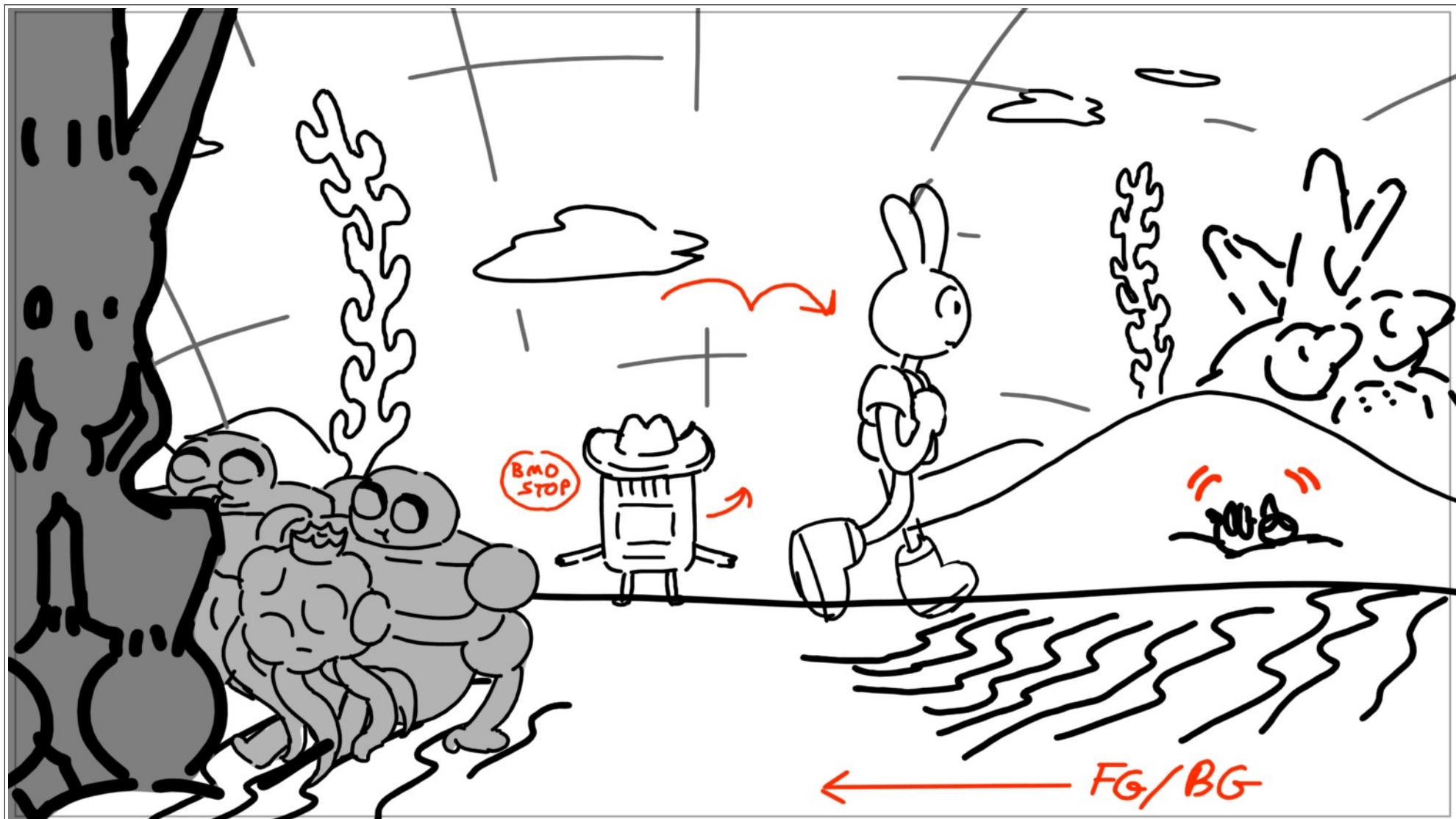
Scene	Duration	Panel	Duration
	29	08:00	6
			01:00



Scene	Duration	Panel	Duration
29	08:00	7	01:00



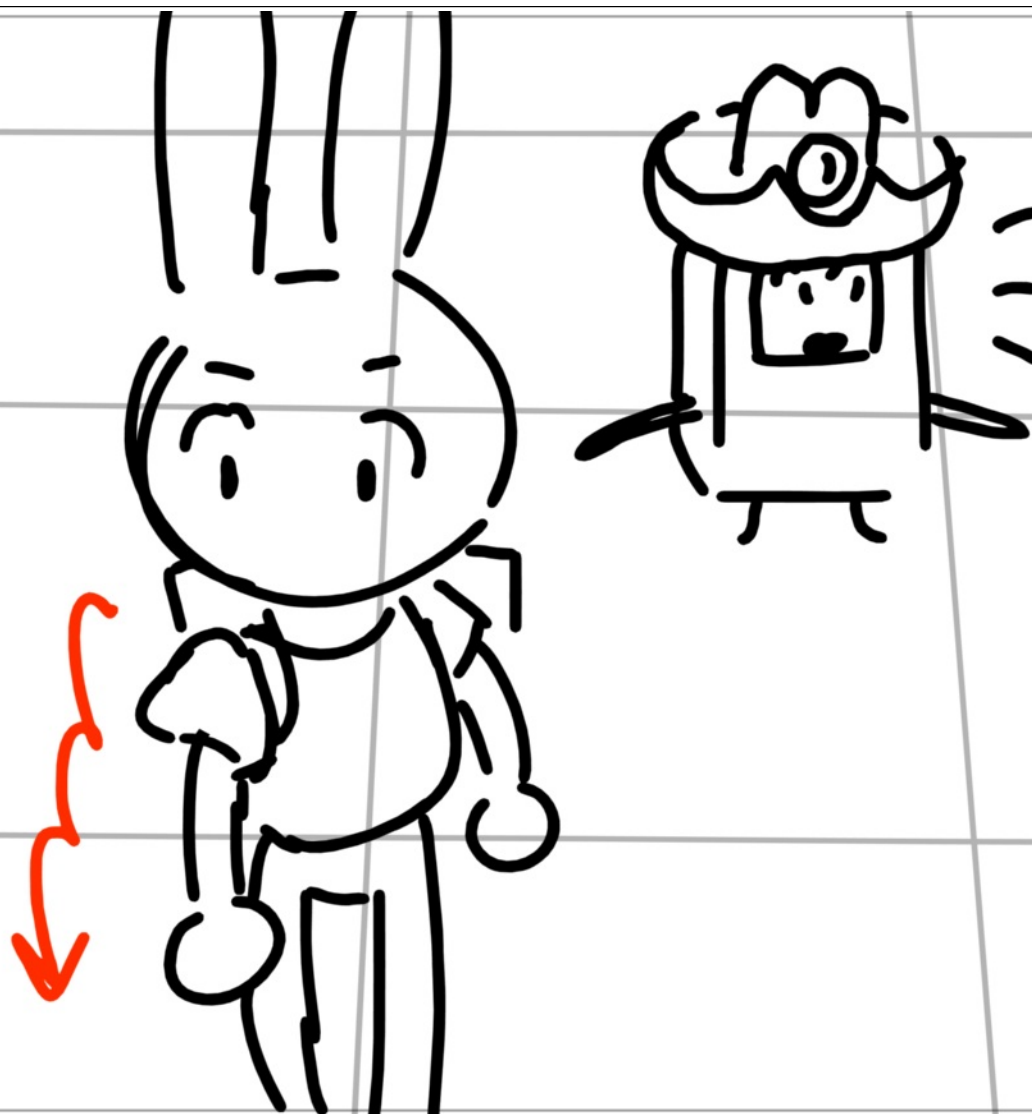
Scene	Duration	Panel	Duration
	29	08:00	8
			01:00



Dialog  
 BMO: [gasp]



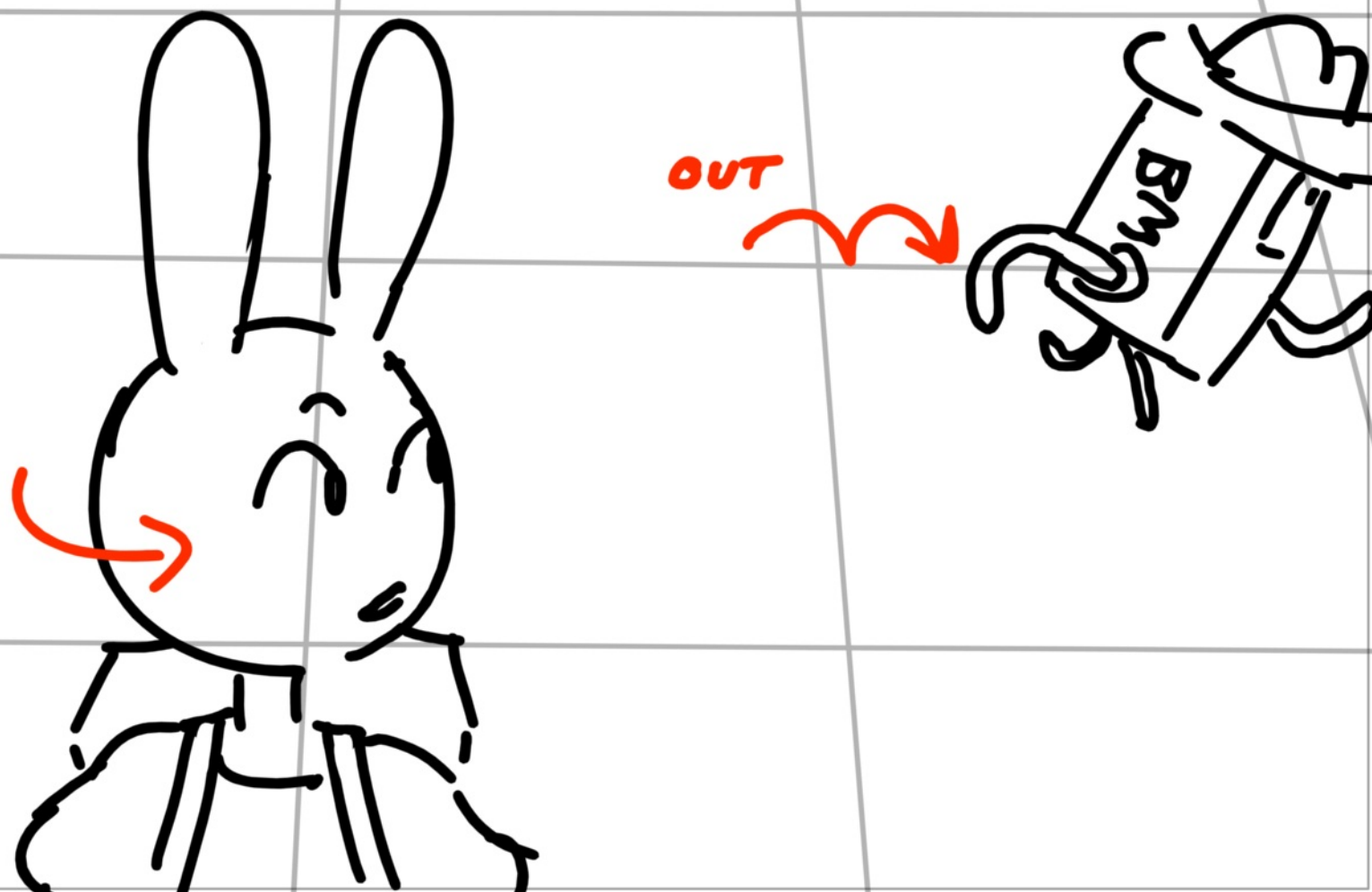
Scene	Duration	Panel	Duration
30	02:00	1	01:00



Action Notes

something catches BMO's eye

Scene	Duration	Panel	Duration
	30	02:00	2
			01:00



# Action Notes

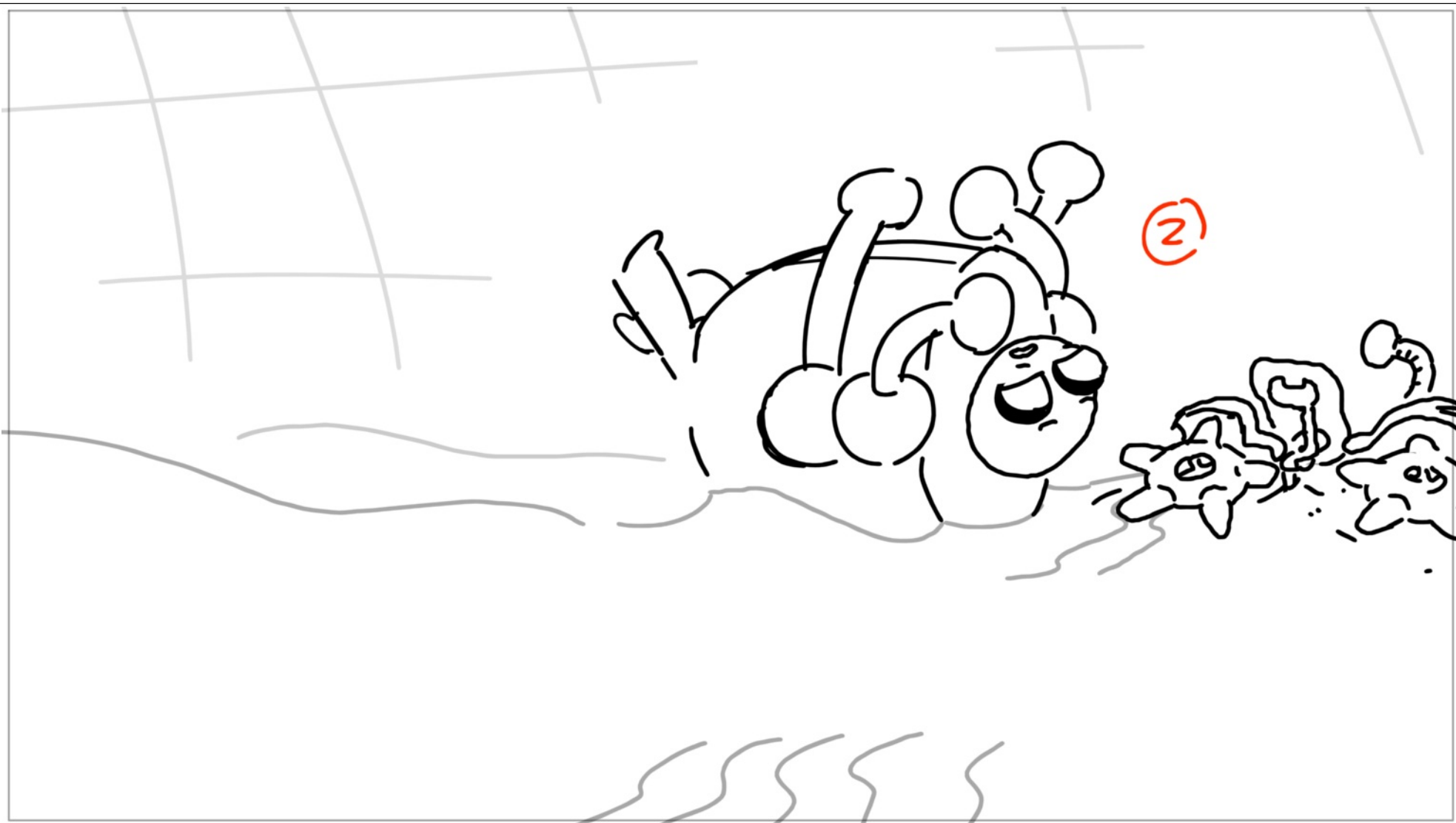
BMO runs off, Y5 turns around

Scene	Duration	Panel	Duration
31	05:00	1	01:00



Dialog  
SP: [groaning]

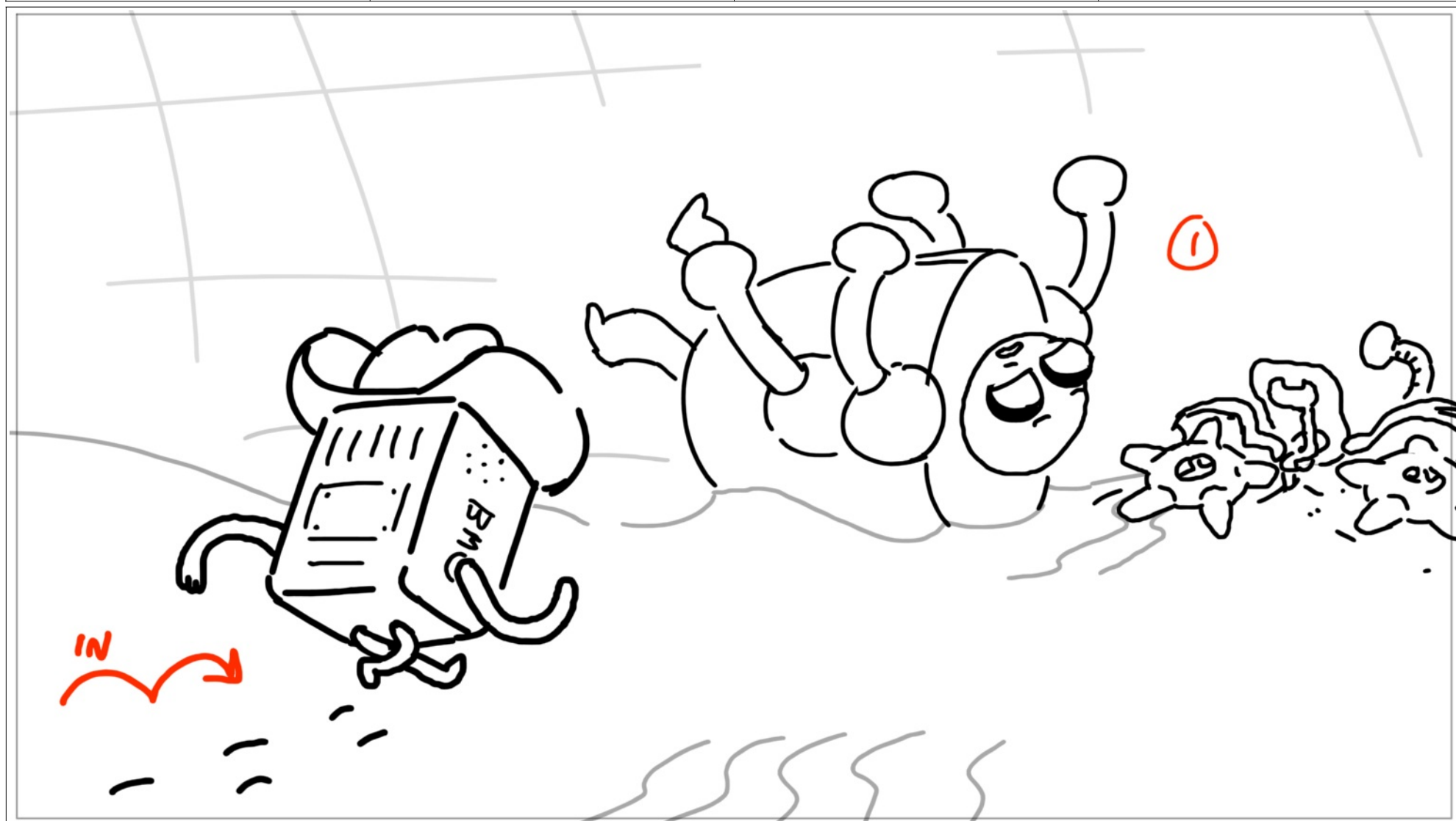
Scene	Duration	Panel	Duration
31	05:00	2	01:00



Dialog

SP: [groaning]

Scene	Duration	Panel	Duration
31	05:00	3	01:00



Dialog  
SP: [groaning]

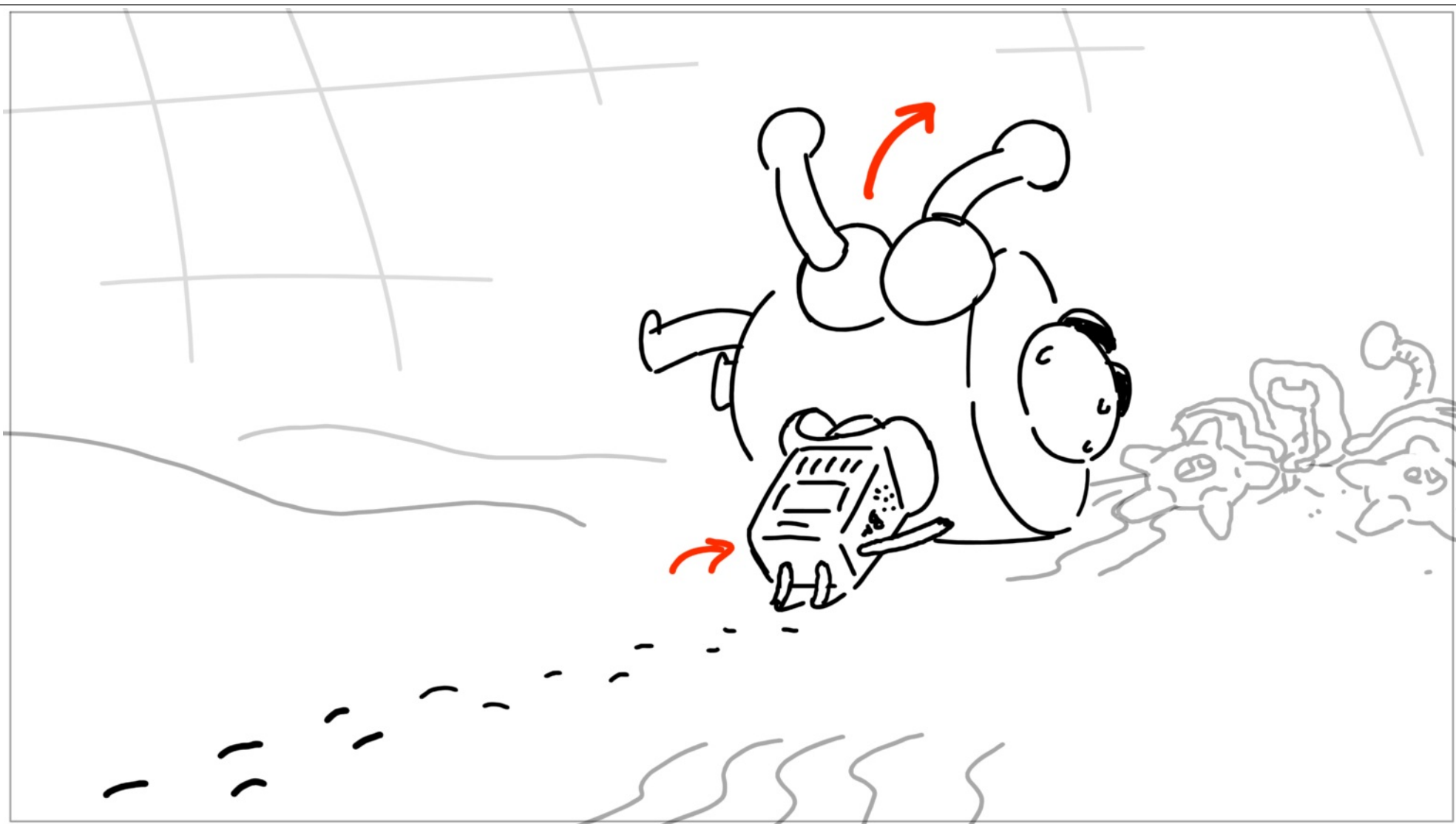
Scene	Duration	Panel	Duration
31	05:00	4	01:00



Dialog

SP: AHH! [...] !

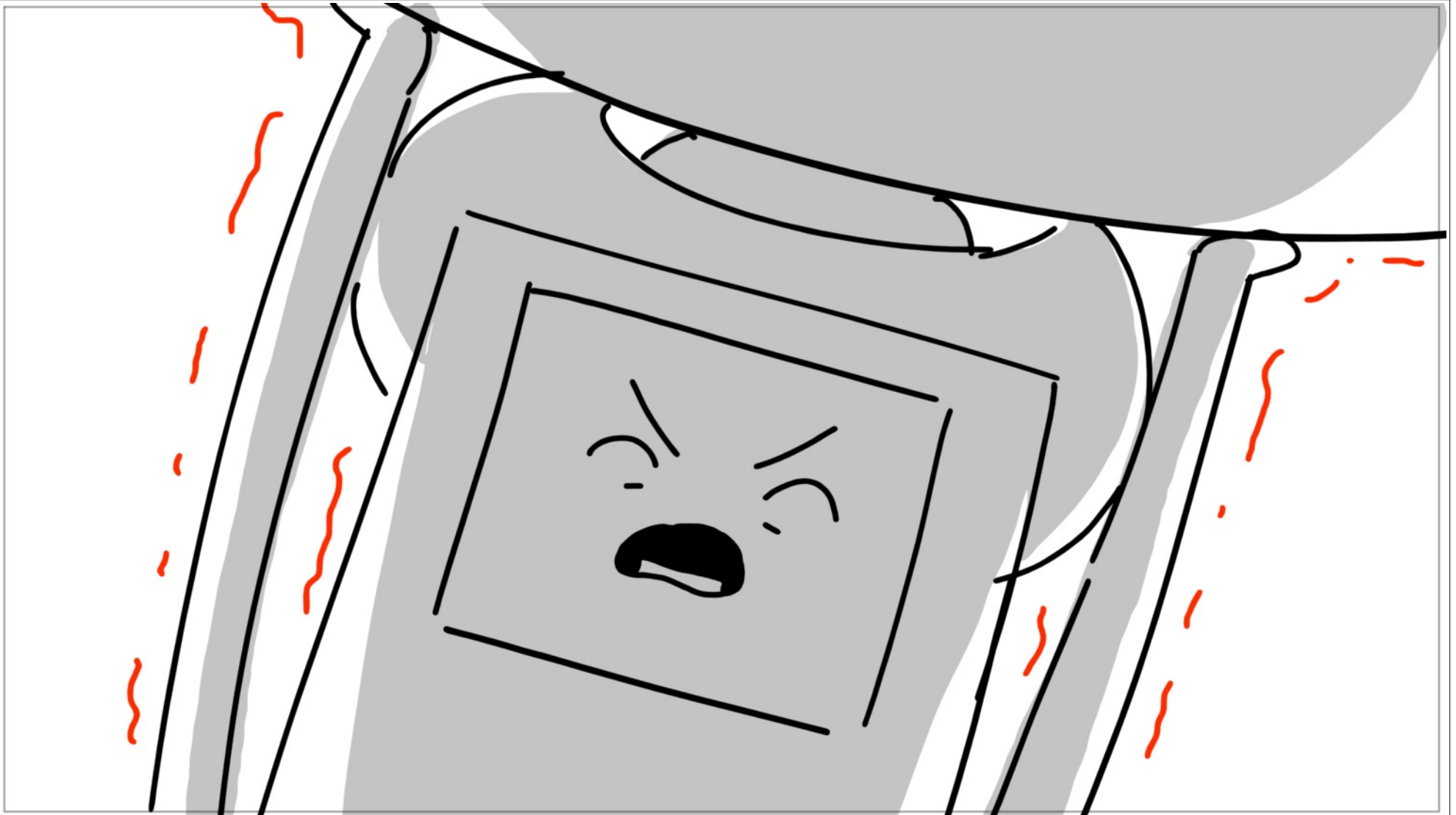
Scene	Duration	Panel	Duration
31	05:00	5	01:00



Dialog

SP: hey!! get off me!!

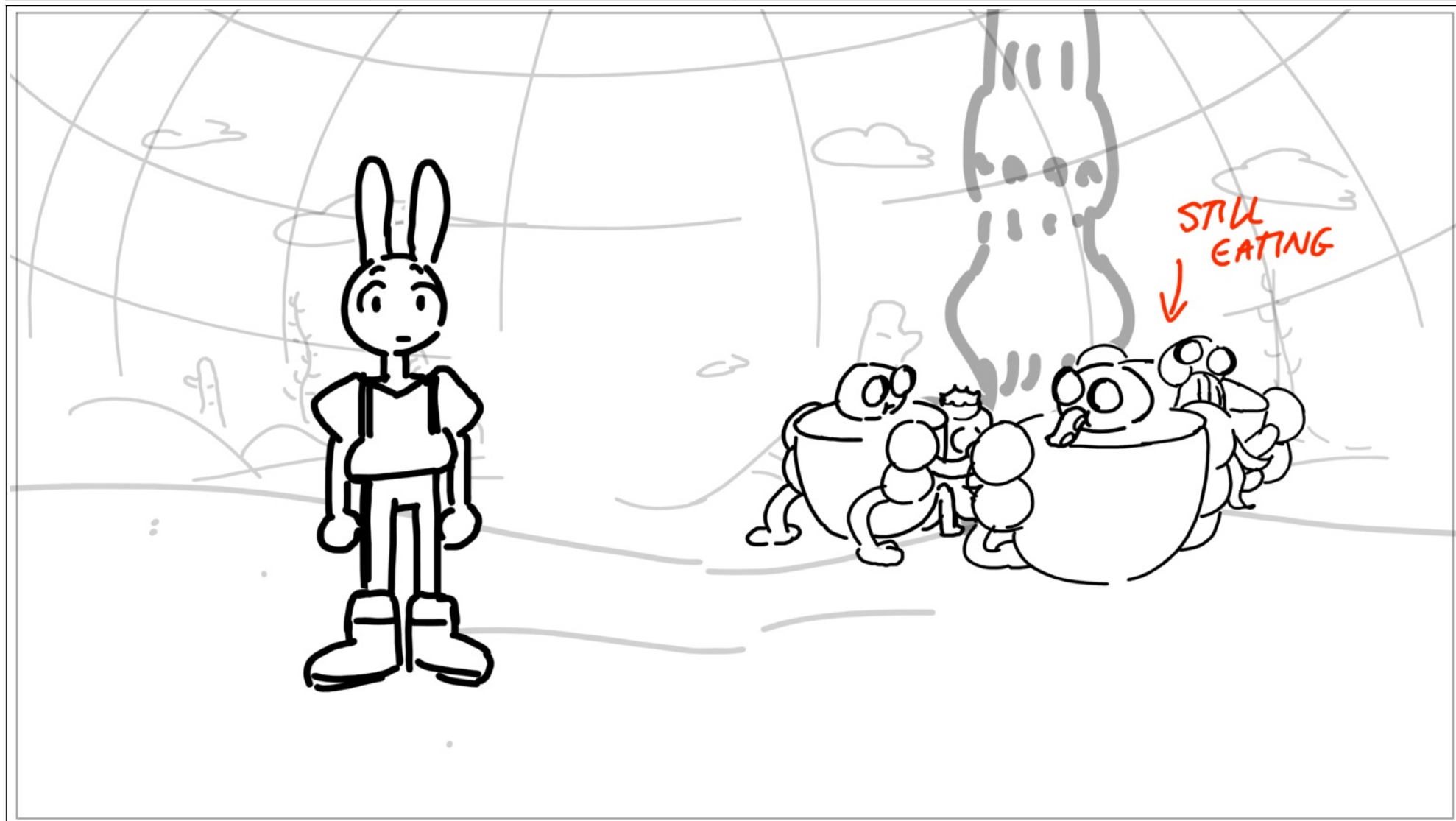
Scene	Duration	Panel	Duration
32	01:00	1	01:00



Dialog  
BMO: i am helping you!



Scene	Duration	Panel	Duration
33	02:00	1	01:00



### Dialog

SP: (o/s) I'm being attacked!!! [...] !

Scene	Duration	Panel	Duration
	33	02:00	2
			01:00



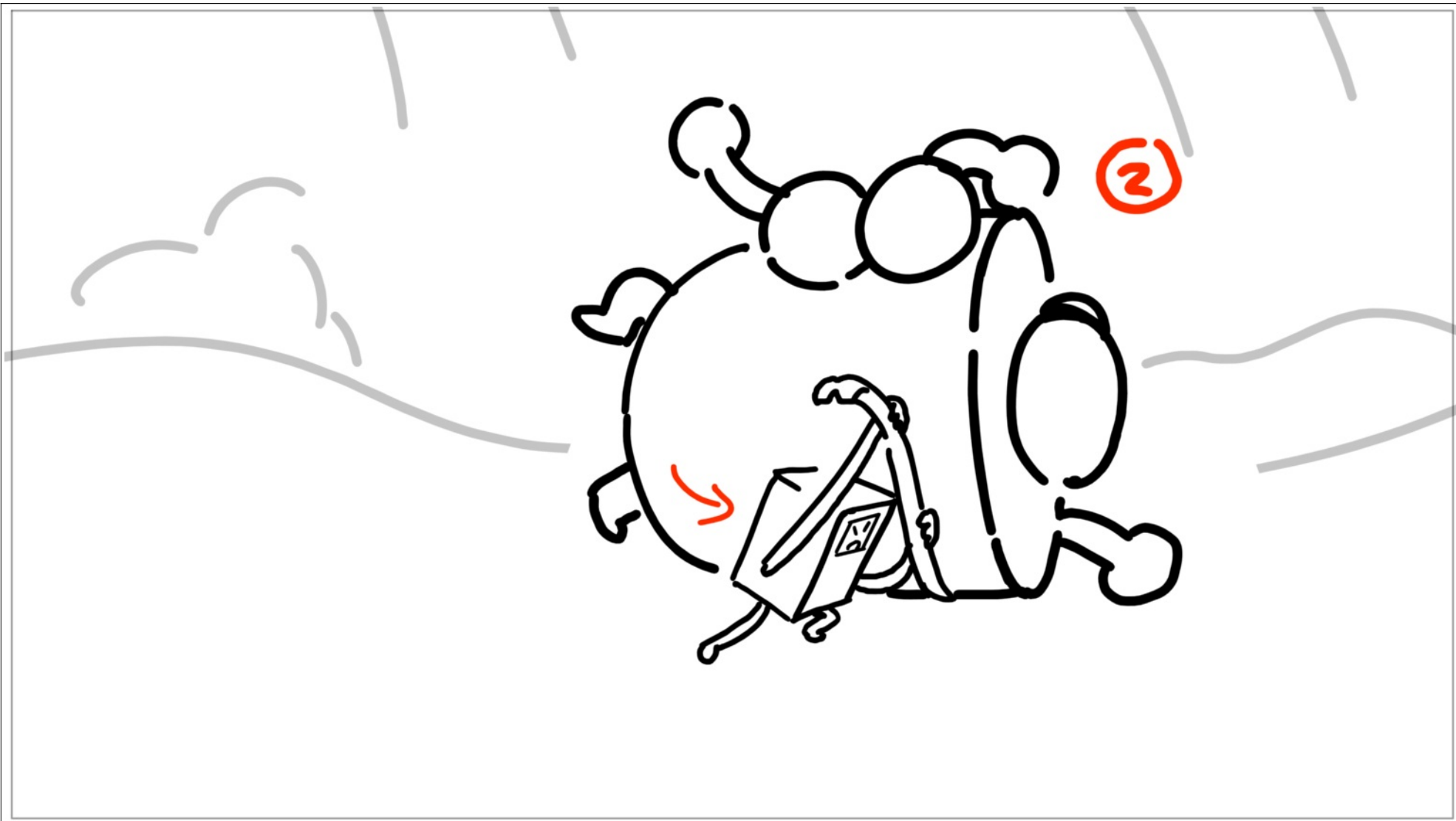
Dialog

BMO: (o/s) quit your fussing! [...] !

Scene	Duration	Panel	Duration
34	07:23	1	01:00



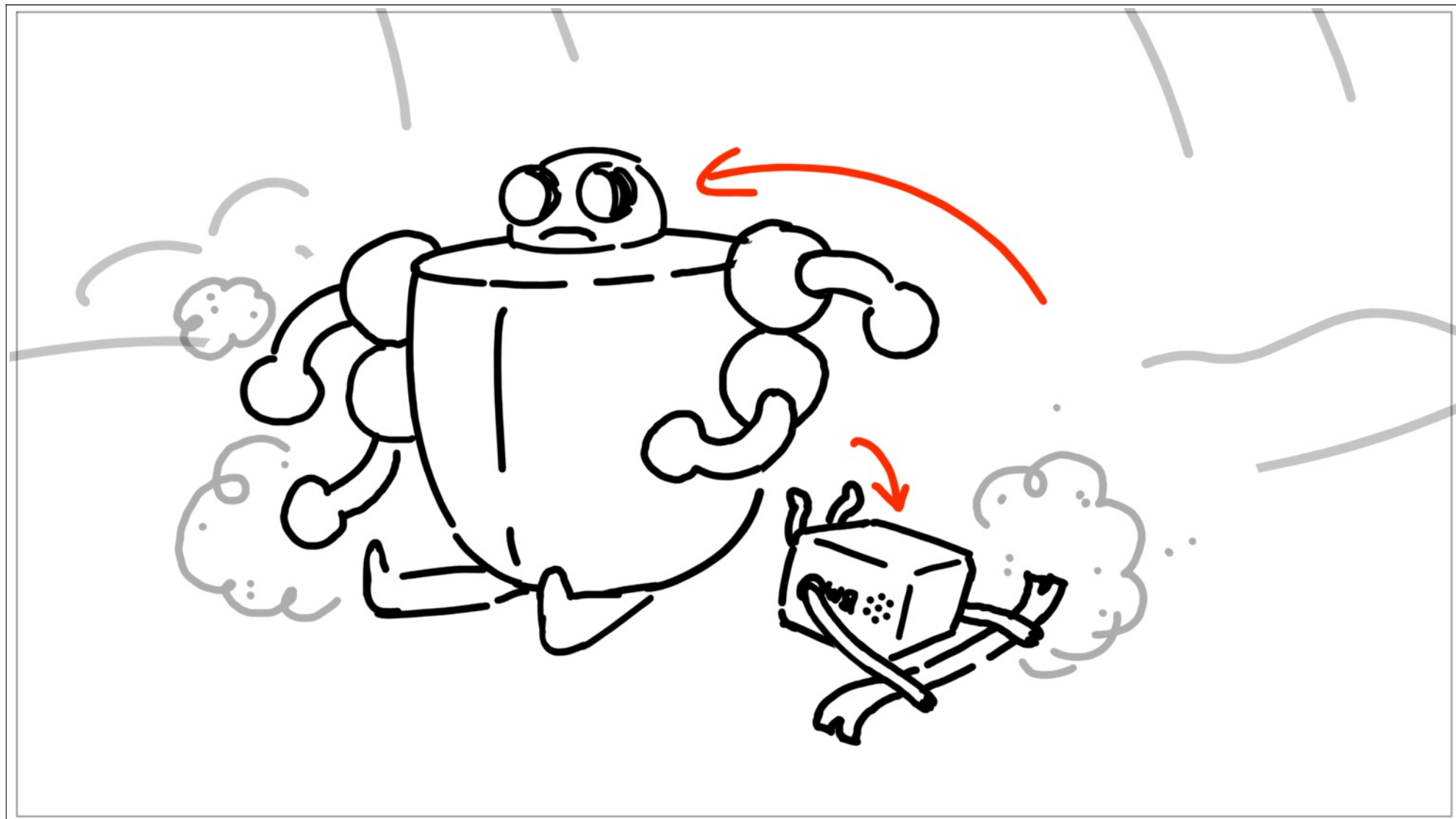
Scene	Duration	Panel	Duration
34	07:23	2	00:23



Scene	Duration	Panel	Duration
34	07:23	3	01:00



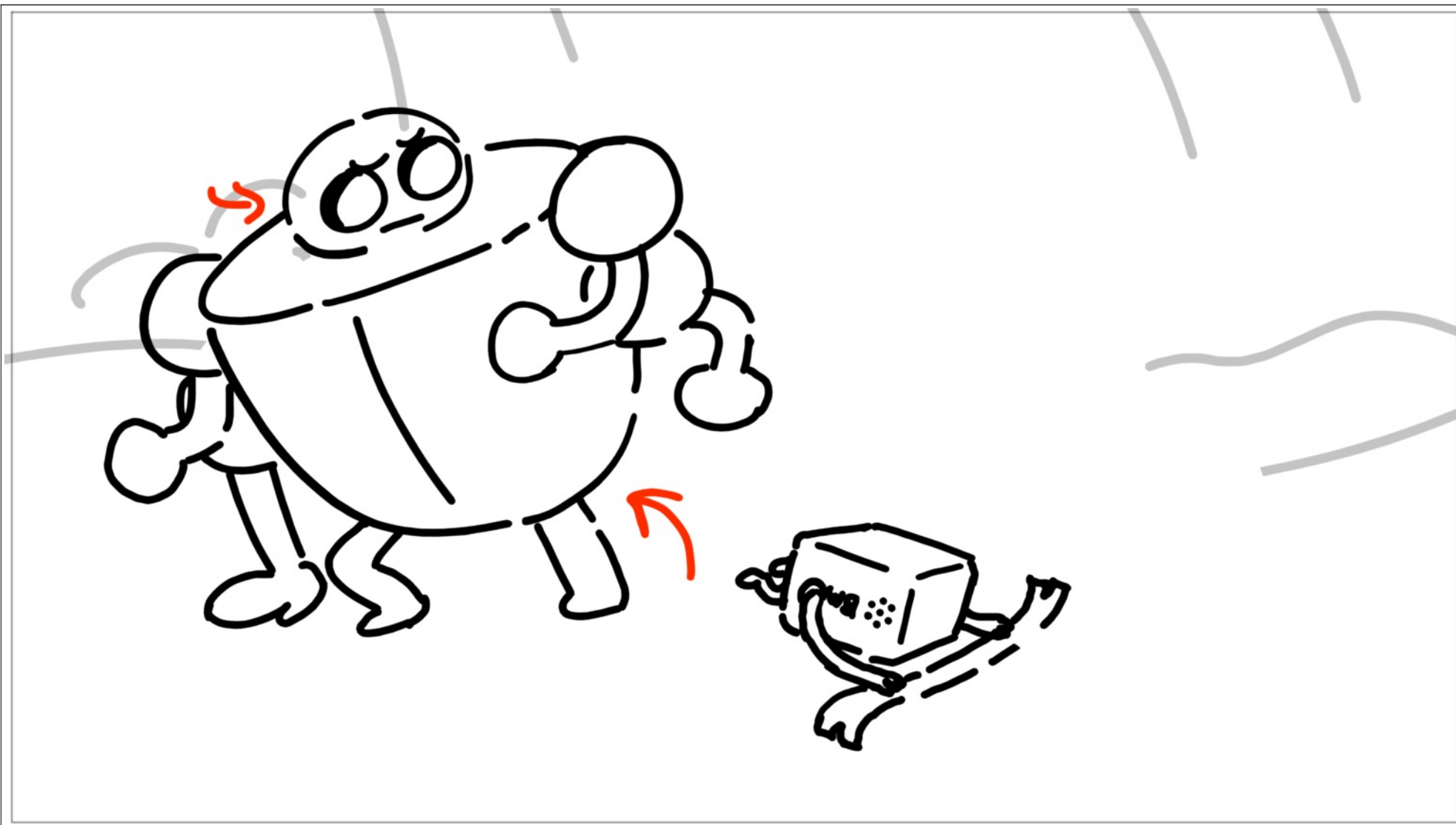
Scene	Duration	Panel	Duration
34	07:23	4	01:00



#### Action Notes

BMO flips the SP back up into a seated position

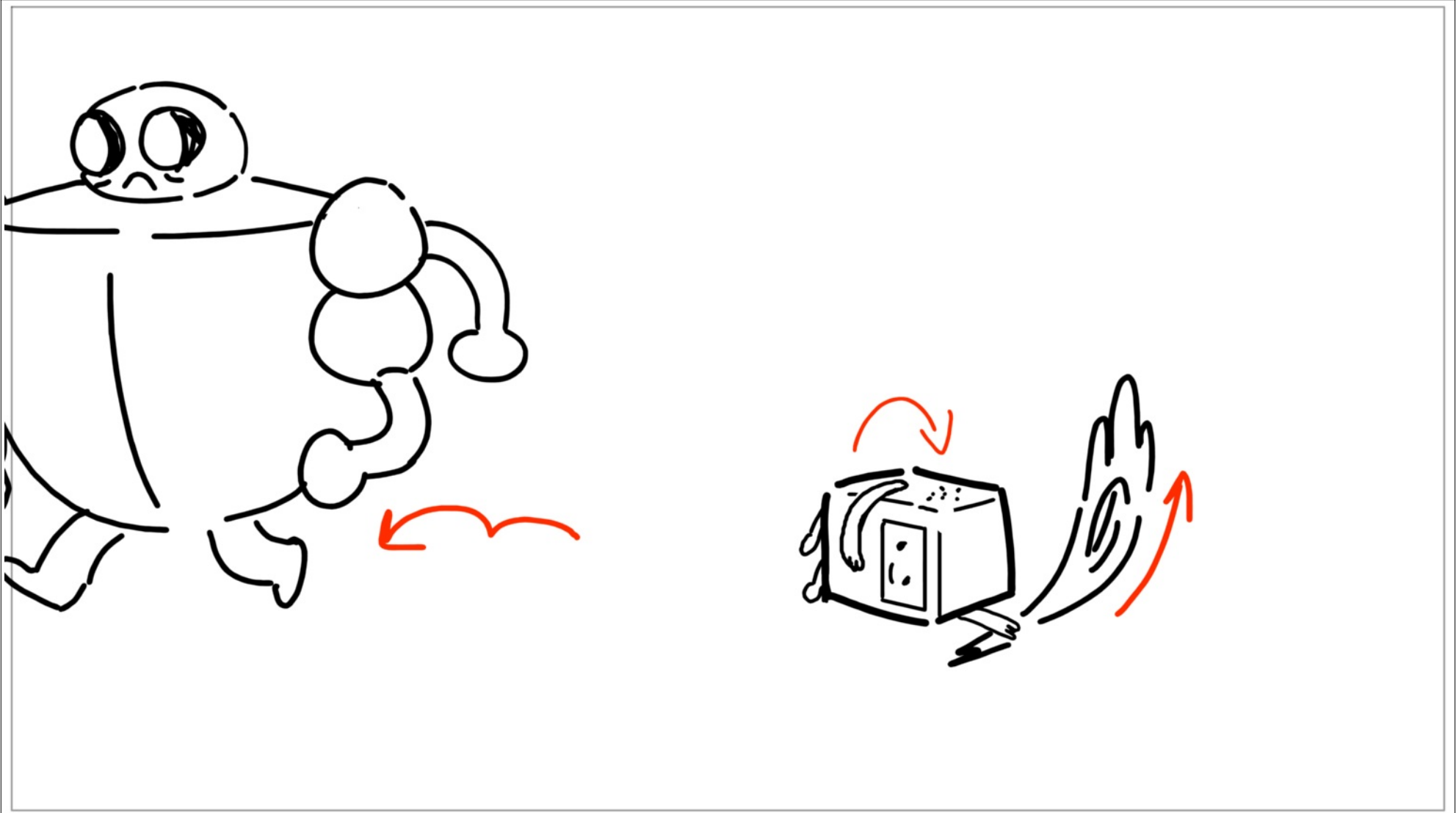
Scene	Duration	Panel	Duration
34	07:23	5	01:00



#### Action Notes

BMO flips the SP back up into a seated position

Scene	Duration	Panel	Duration
34	07:23	6	01:00

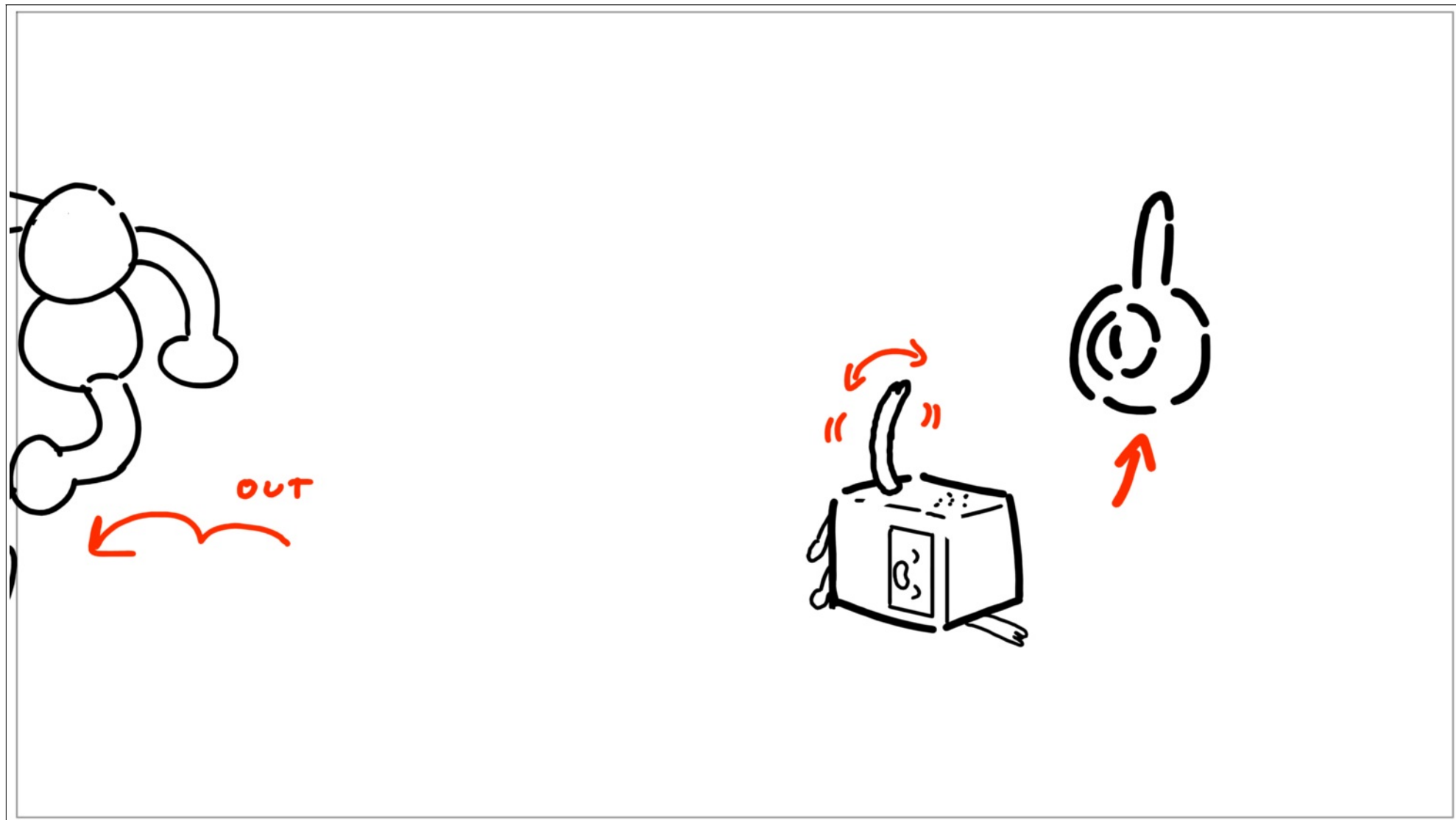


### Action Notes

SP gets up, looking uncomfortably at BM [...] O



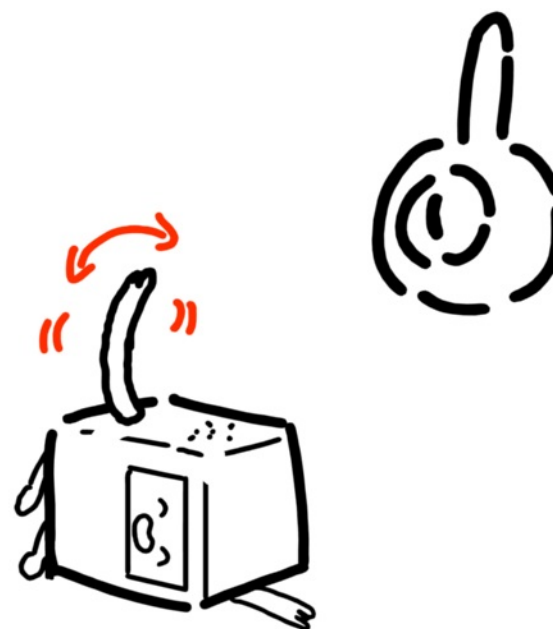
Scene	Duration	Panel	Duration
34	07:23	7	01:00



Dialog

BMO: you're welcome!!

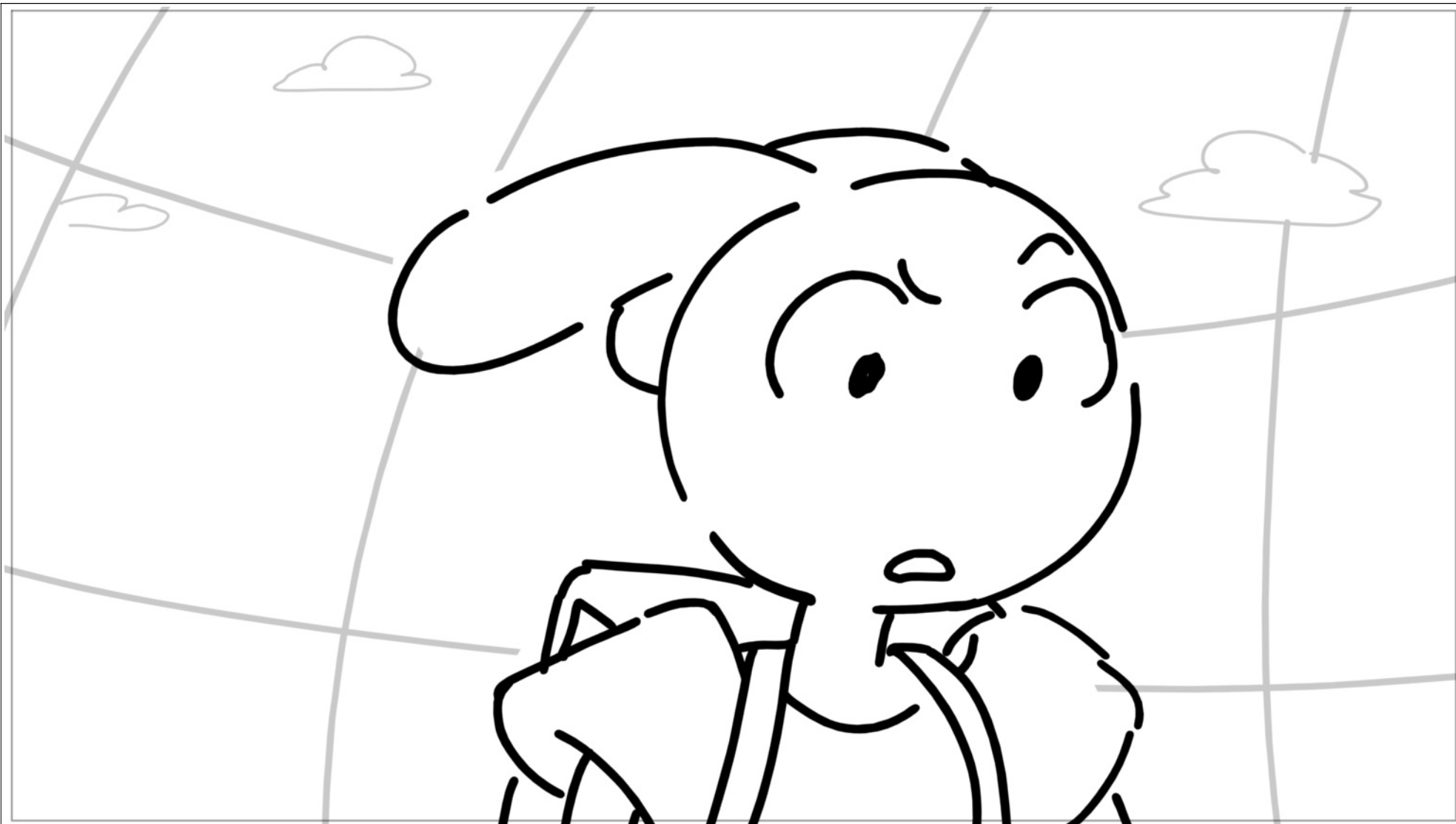
Scene	Duration	Panel	Duration
34	07:23	8	01:00



Dialog

BMO: you're welcome!!

Scene	Duration	Panel	Duration
35	03:00	1	01:00



Dialog

Y5: [to herself] this robot expends energy in ways that..

Scene	Duration	Panel	Duration
35	03:00	2	01:00



Dialog  
Y5: ...yield no benefit?

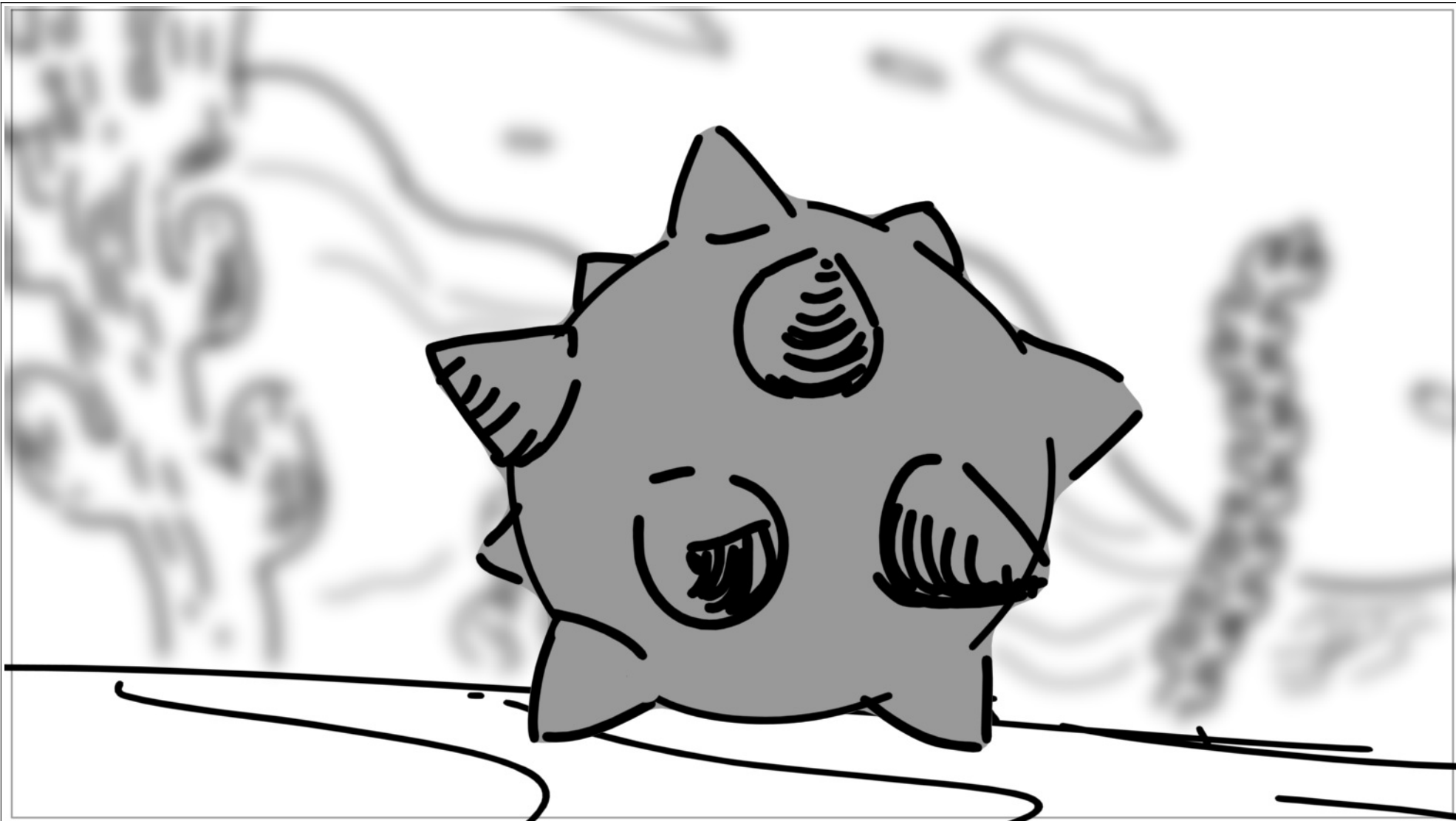
Scene	Duration	Panel	Duration
35	03:00	3	01:00



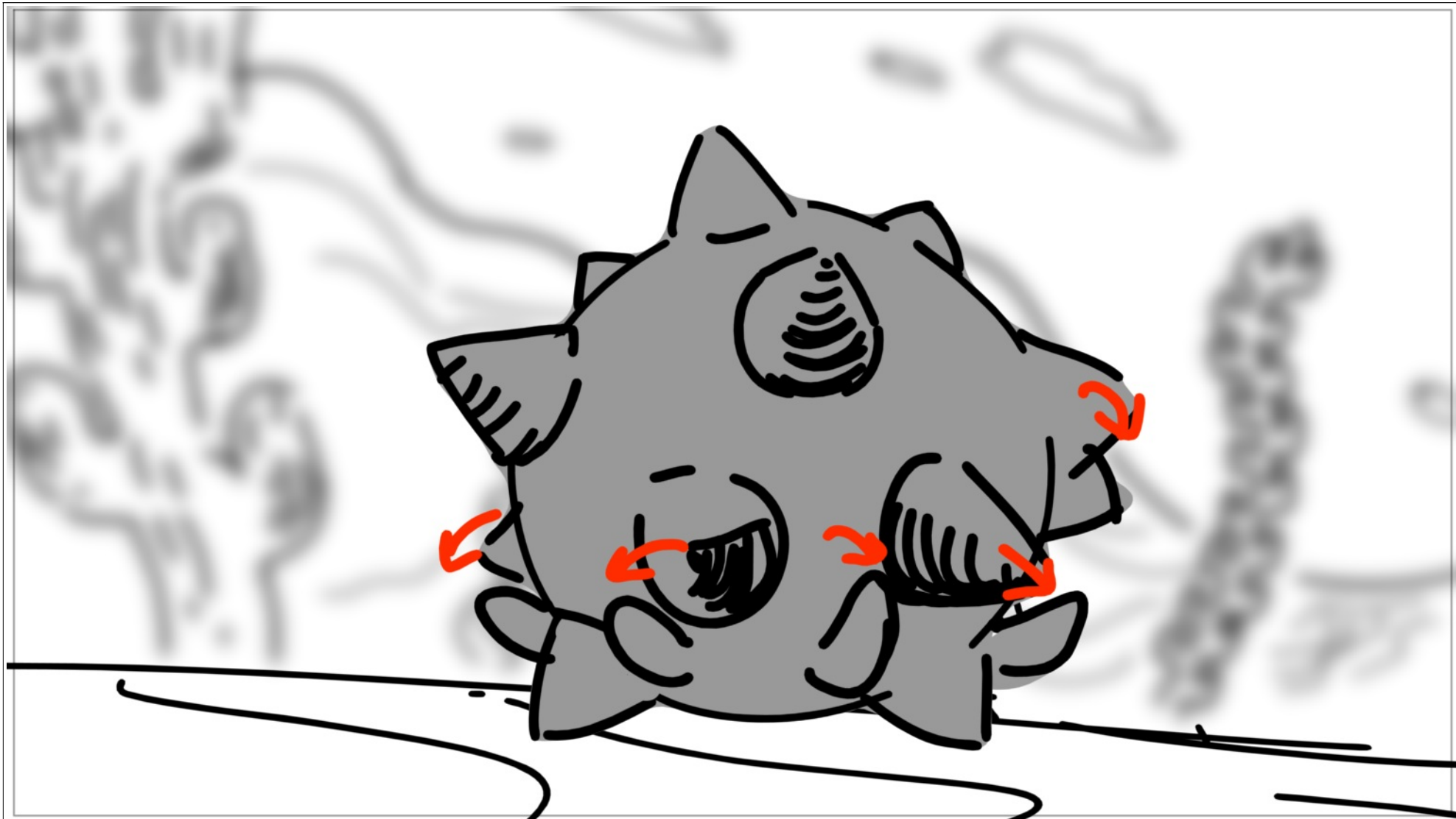
Dialog

Y5: [to herself] so weird.....

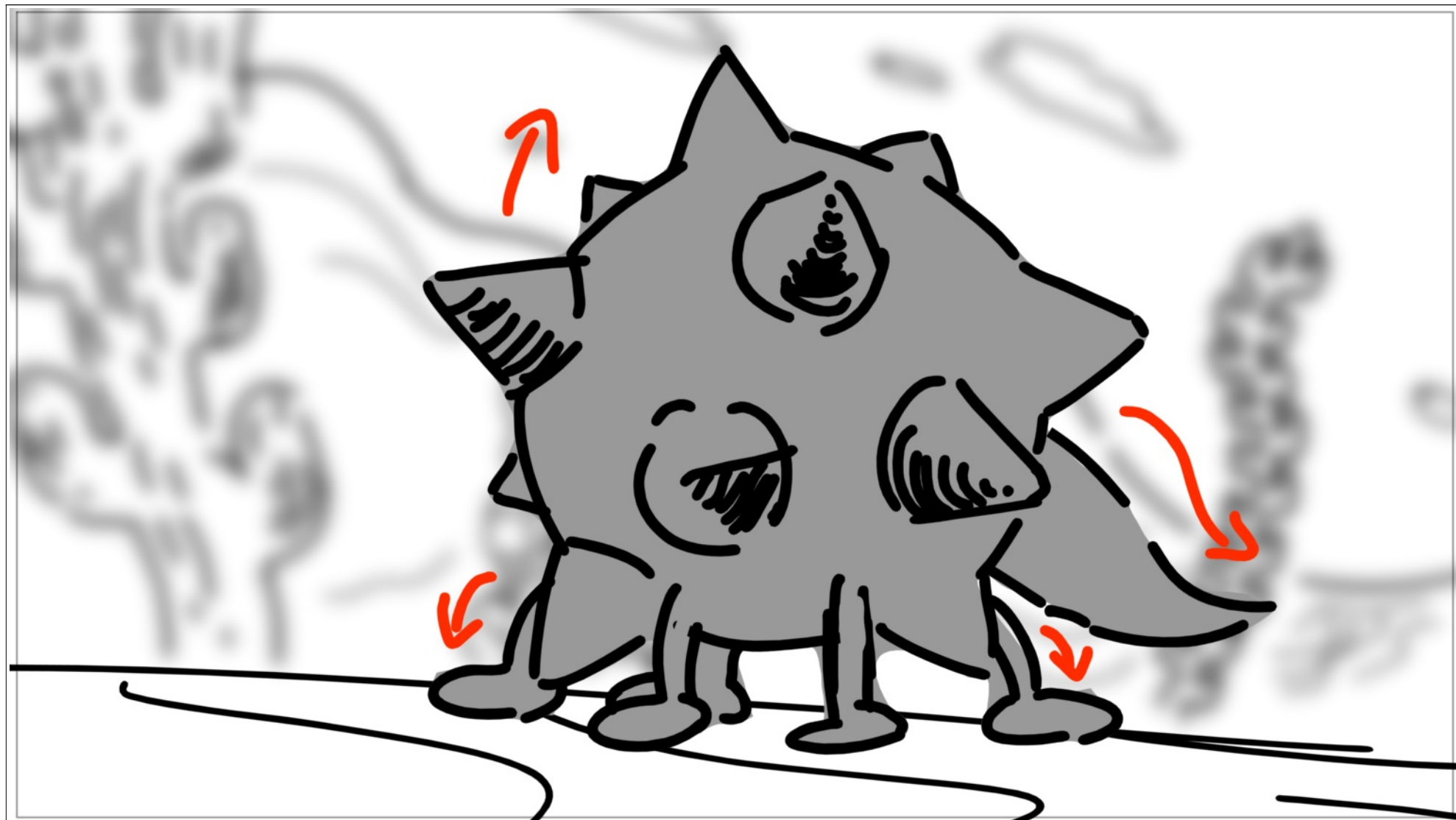
Scene	Duration	Panel	Duration
36	09:00	1	01:00



Scene	Duration	Panel	Duration
36	09:00	2	01:00

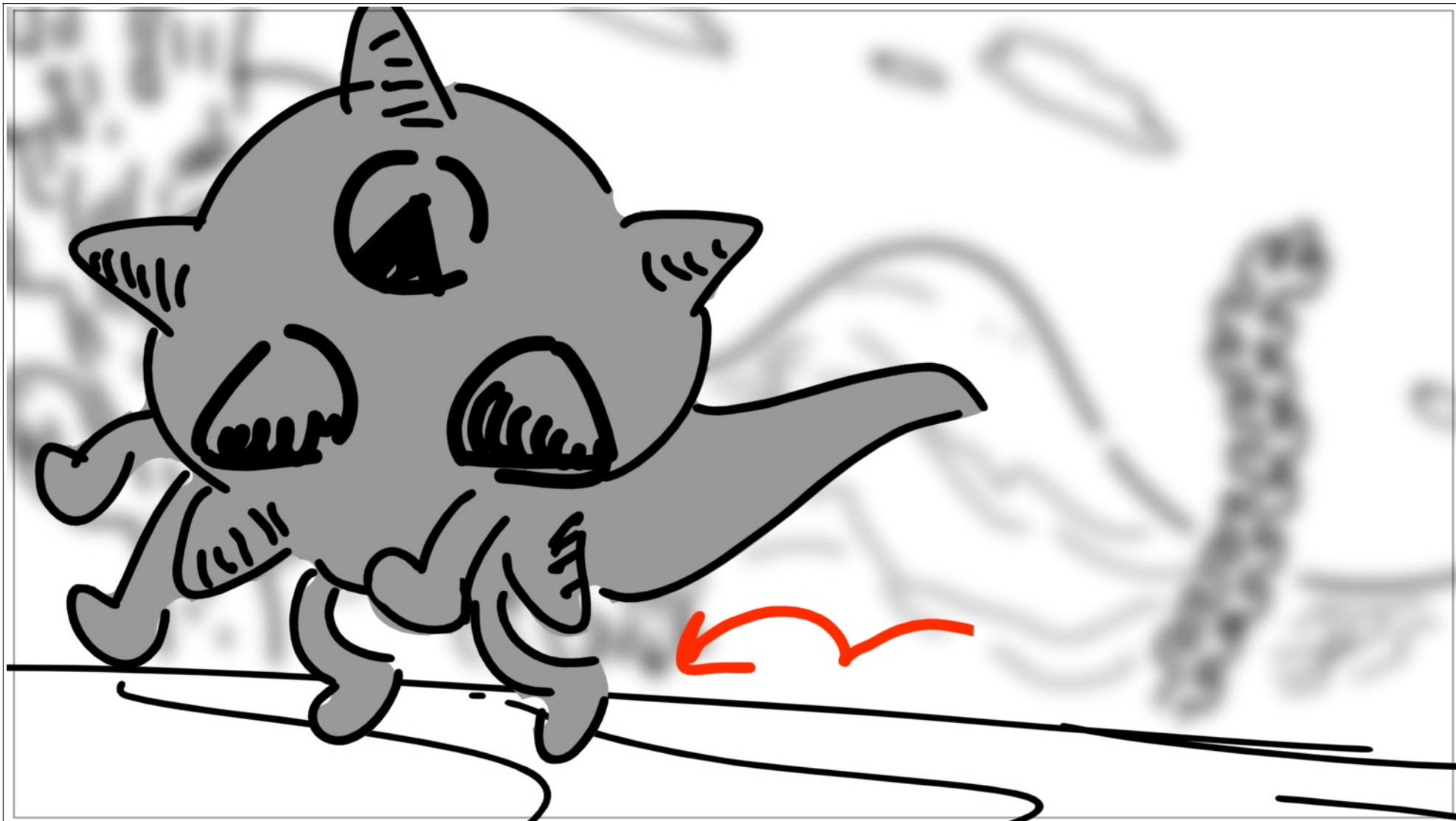


Scene	Duration	Panel	Duration
36	09:00	3	01:00





Scene	Duration	Panel	Duration
36	09:00	4	01:00



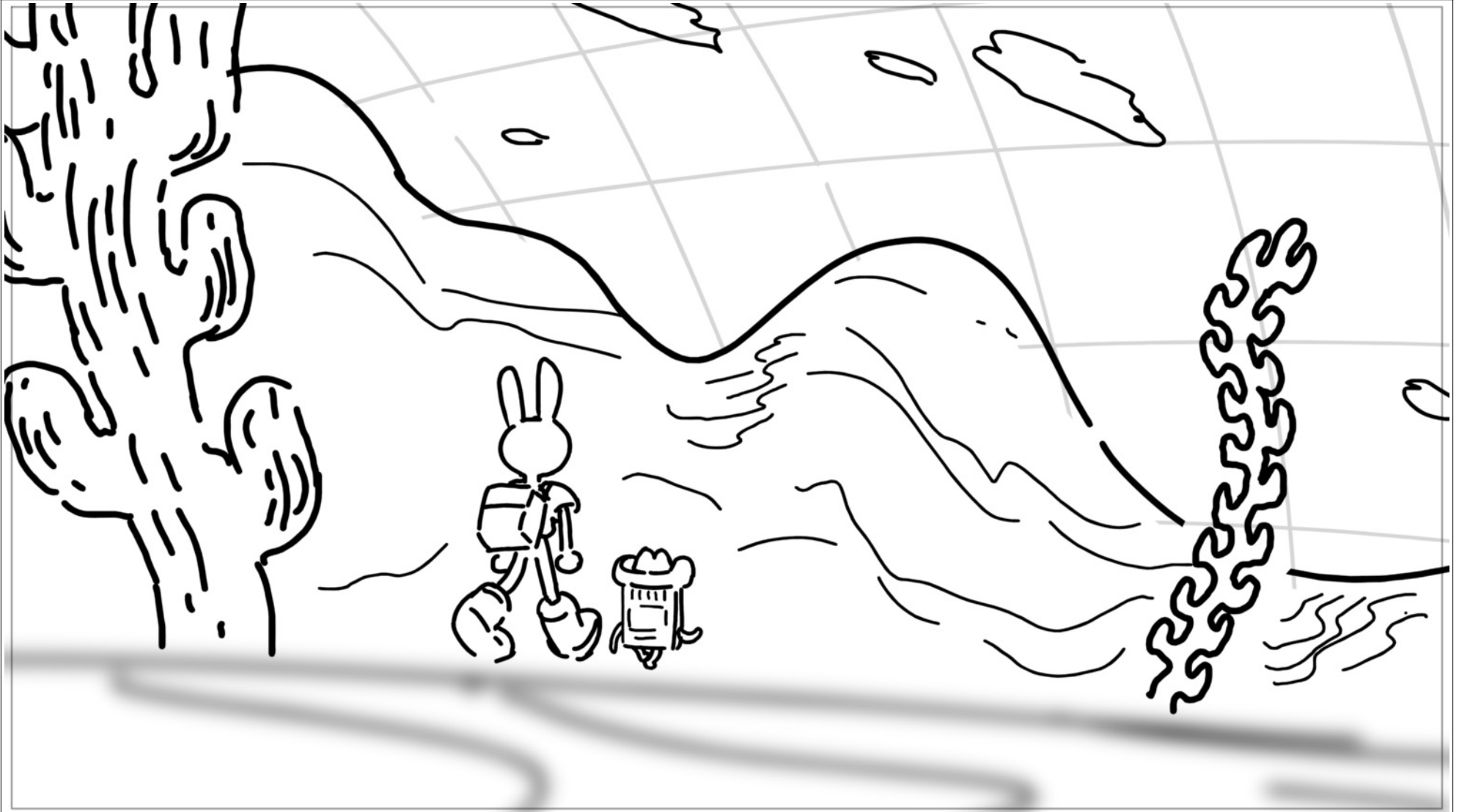
Scene	Duration	Panel	Duration
36	09:00	5	01:00



Scene	Duration	Panel	Duration
36	09:00	6	01:00

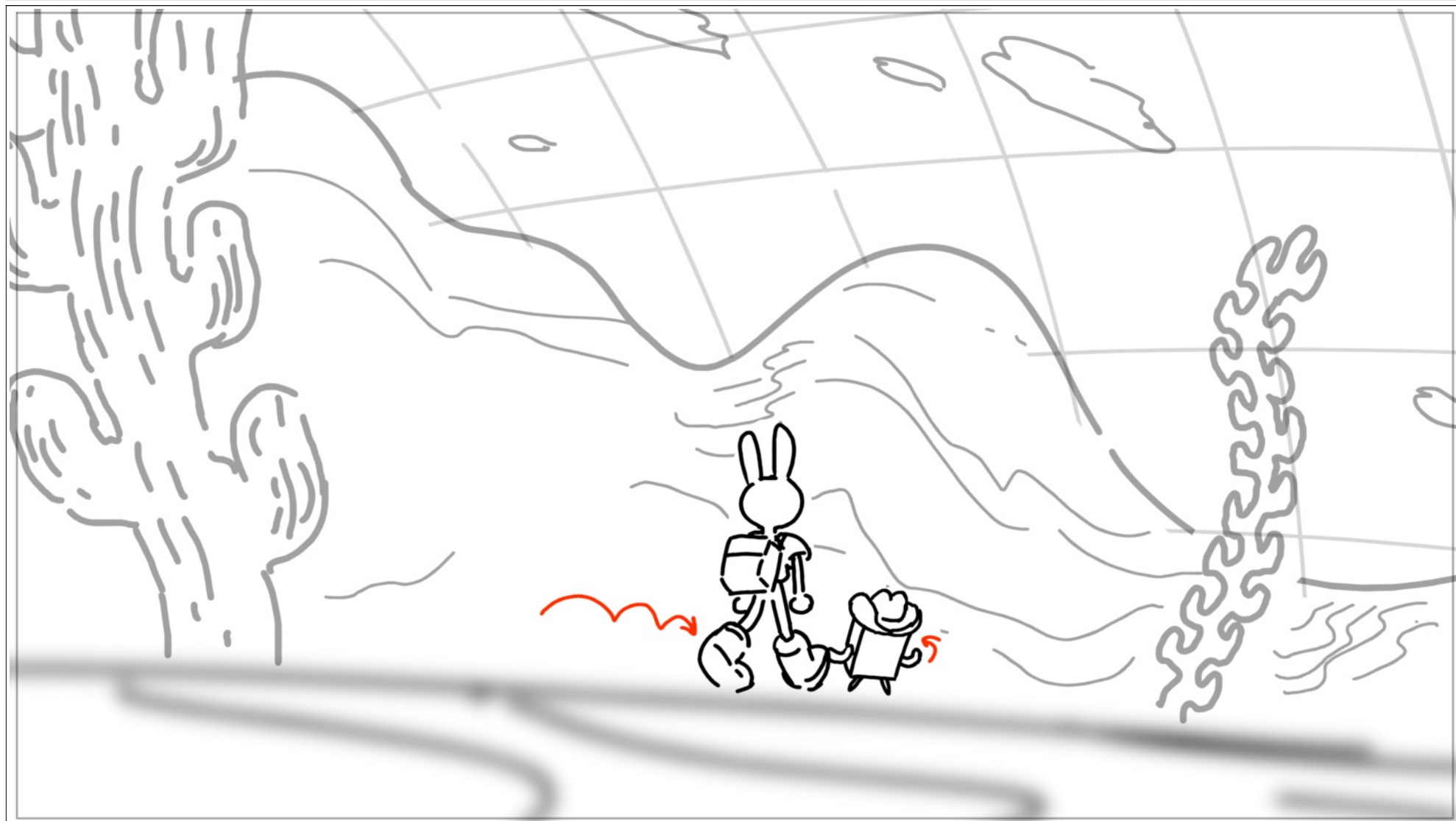


Scene	Duration	Panel	Duration
36	09:00	7	01:00



Dialog  
BMO: so, Y5--

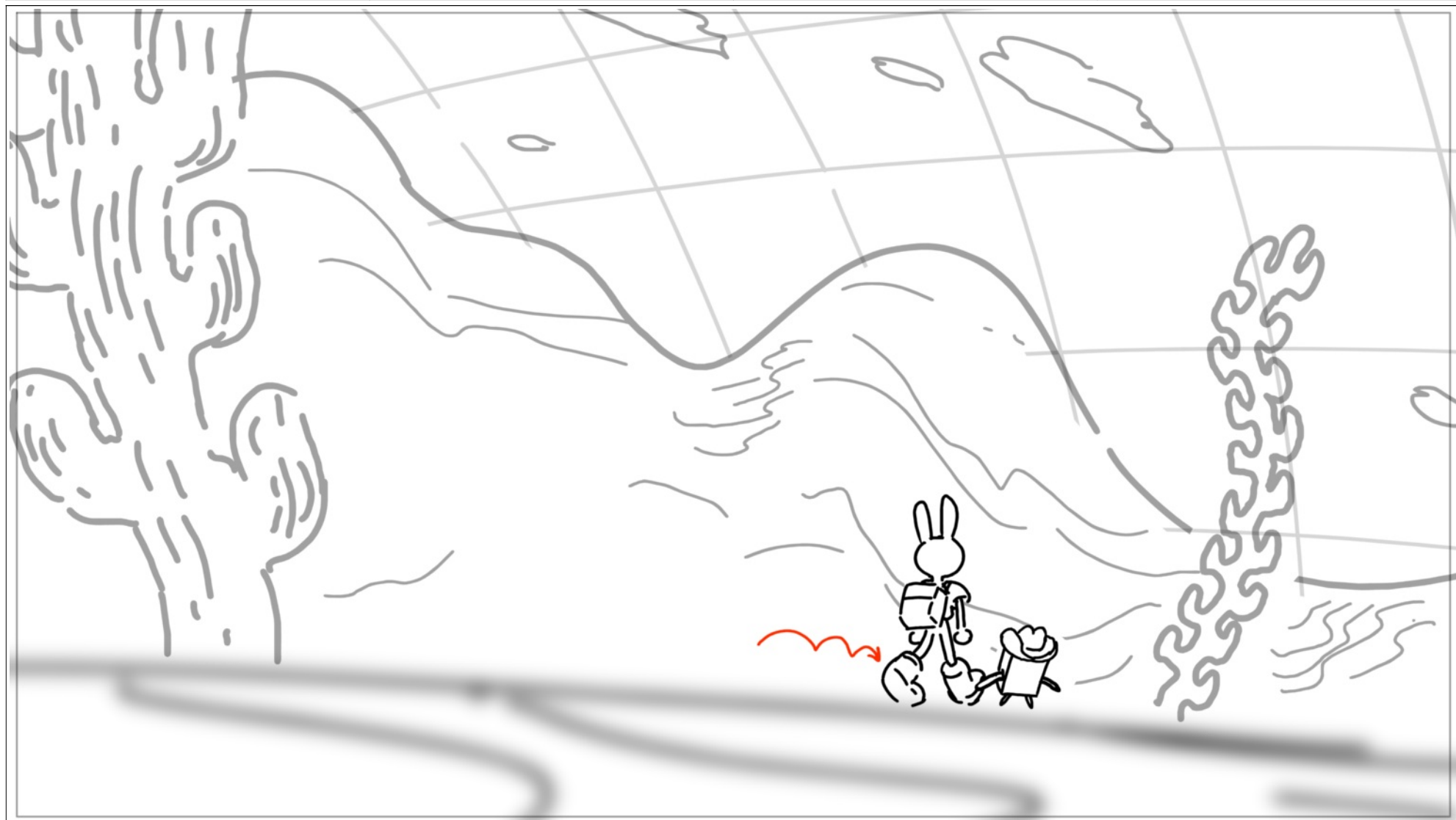
Scene	Duration	Panel	Duration
36	09:00	8	01:00



Dialog

BMO: do these important citizens live very far away?

Scene	Duration	Panel	Duration
36	09:00	9	01:00

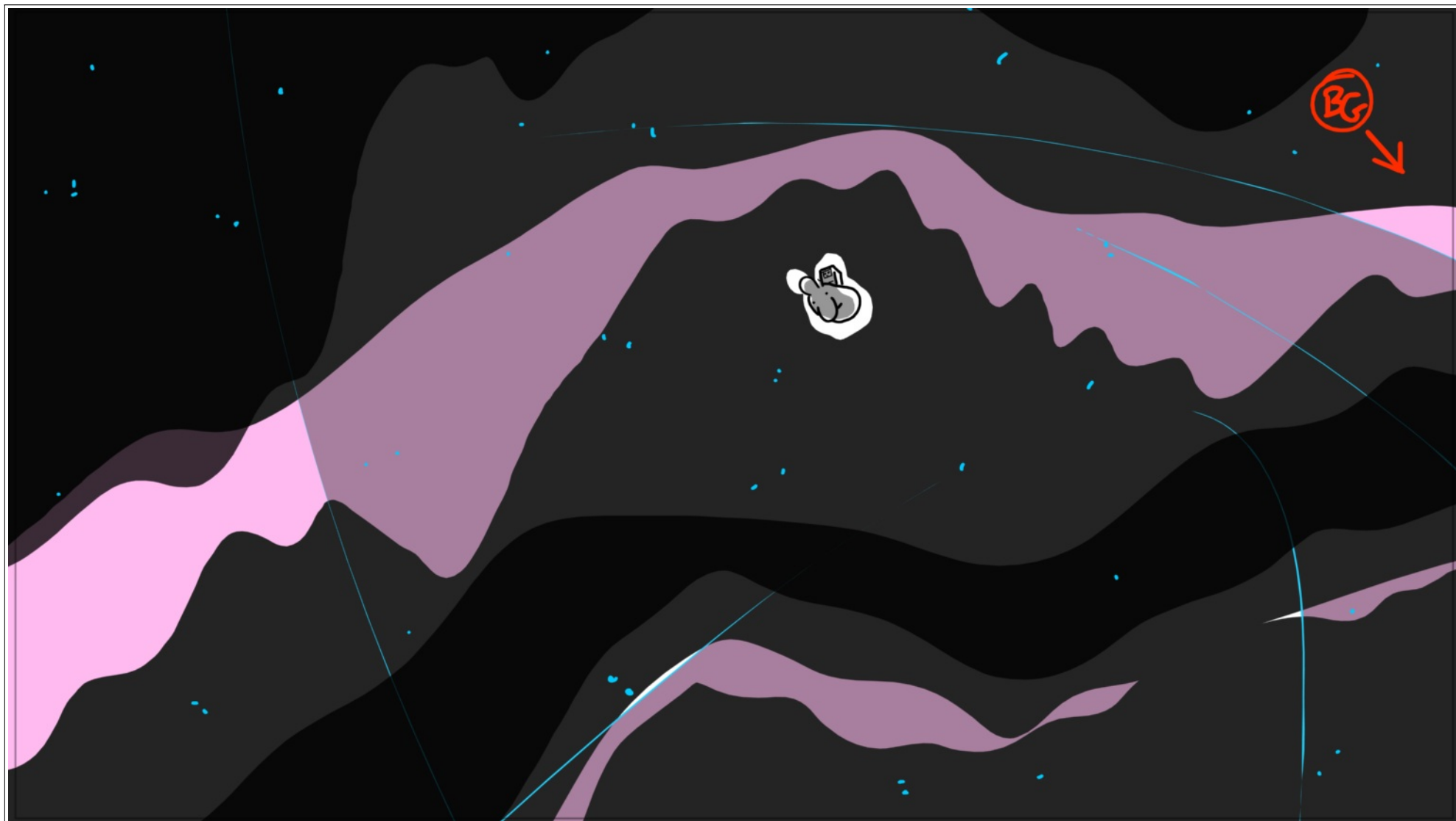


Dialog

BMO: do these important citizens live very far away?



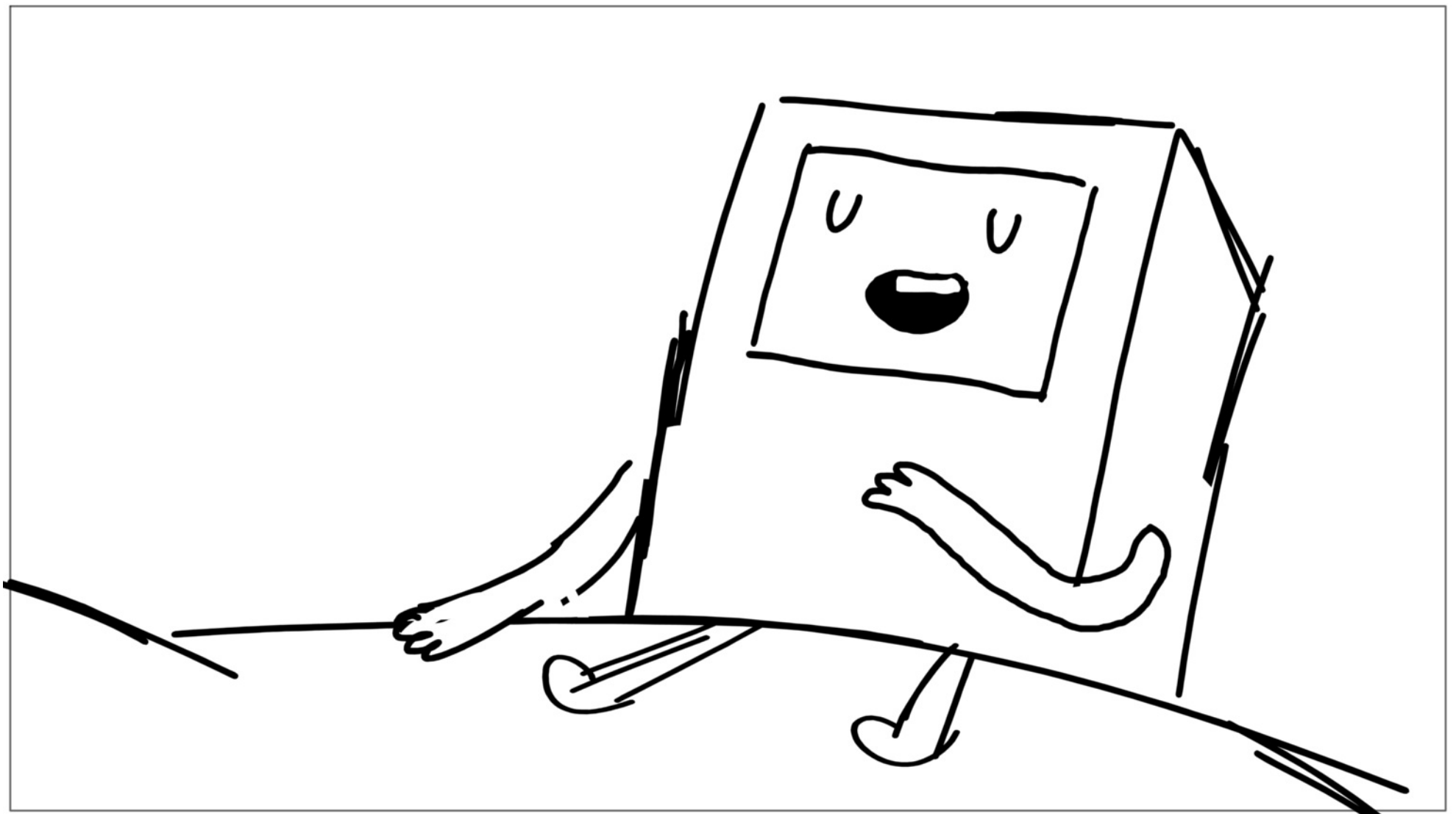
Scene	Duration	Panel	Duration
113	01:00	1	01:00



Dialog

BMO: and then he said, (imitating gruff old man voice) You're out of control, BMO!

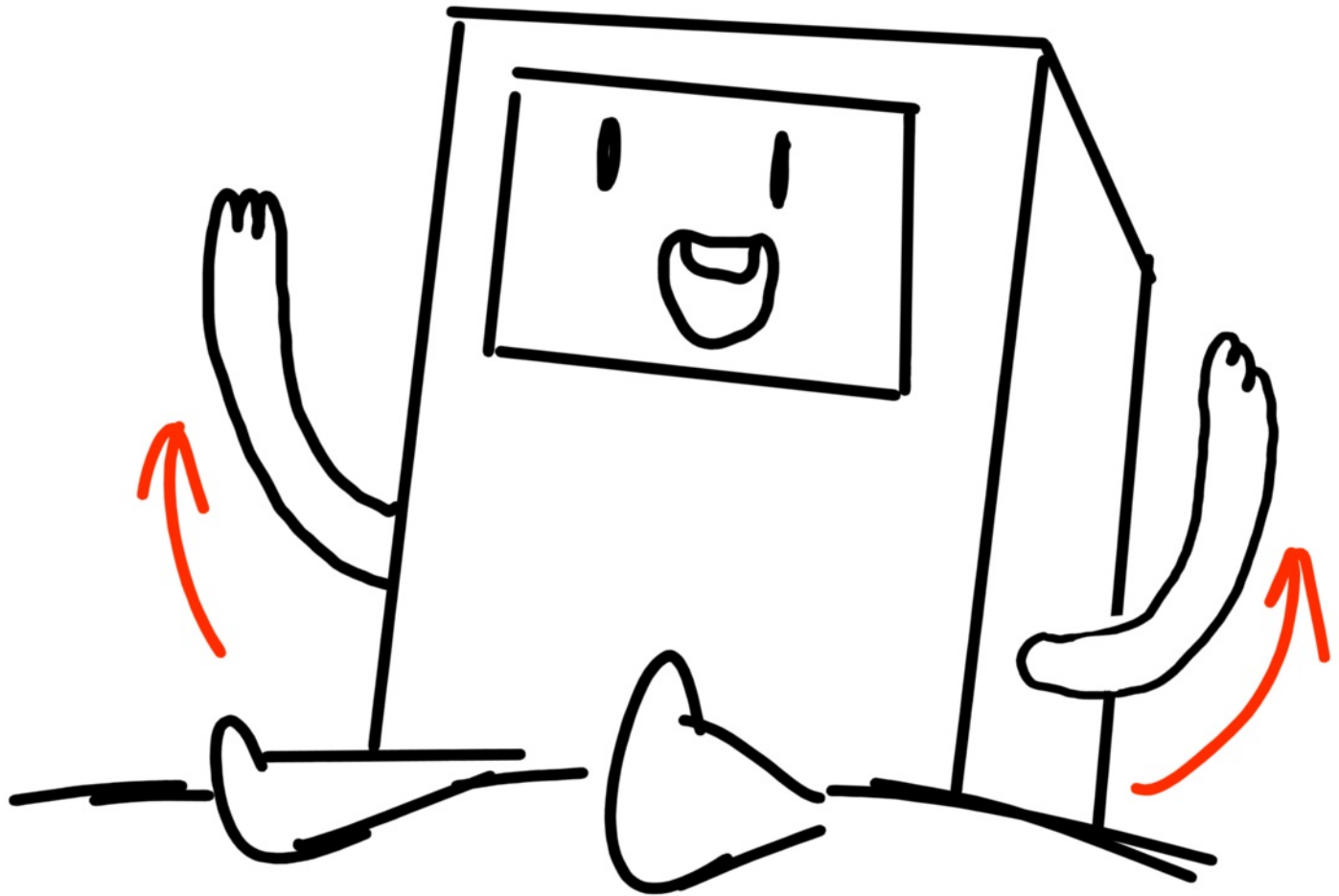
Scene	Duration	Panel	Duration
114	10:00	1	01:00



Dialog  
BMO: and then i said,

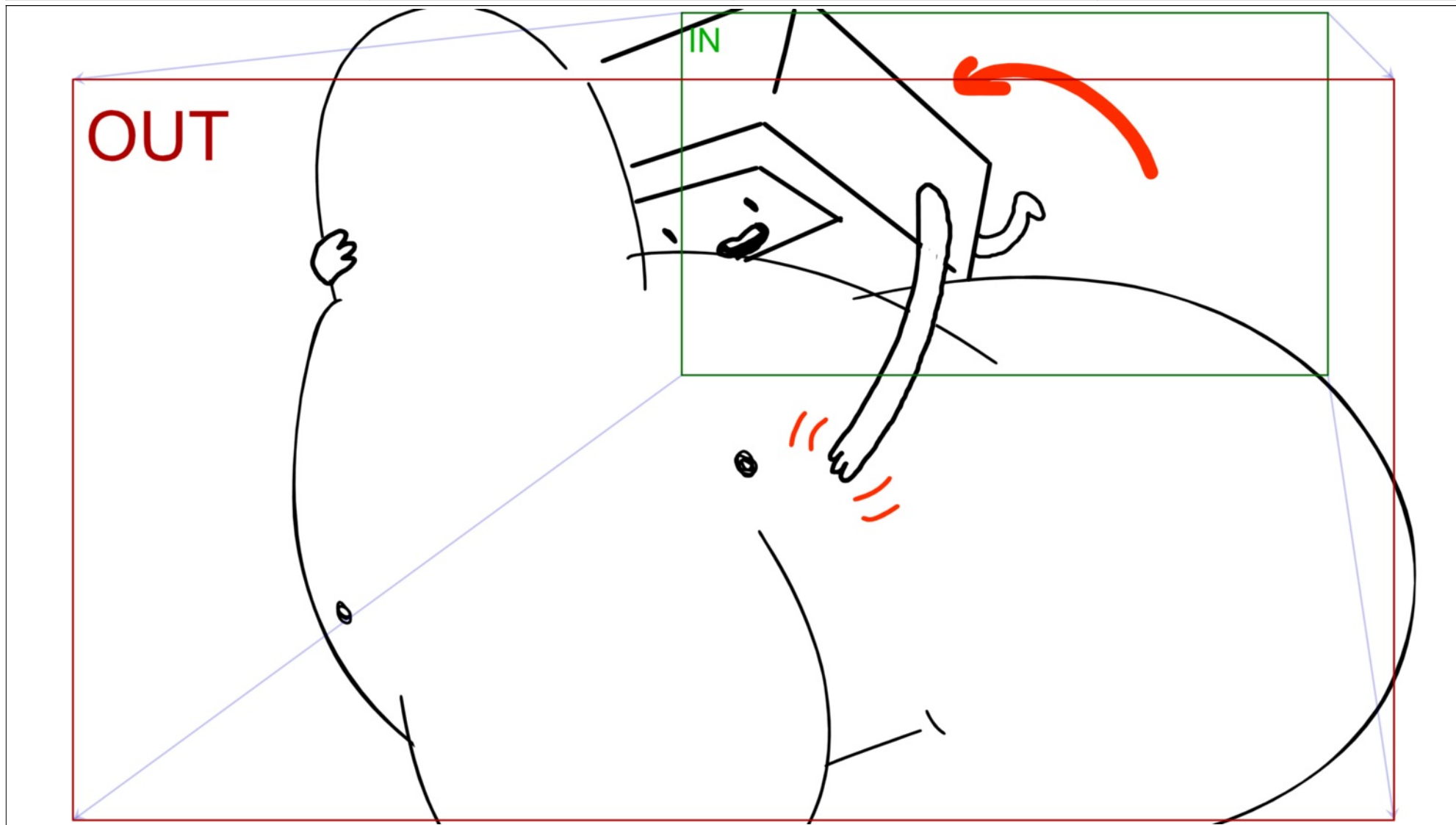


Scene	Duration	Panel	Duration
114	10:00	2	01:00



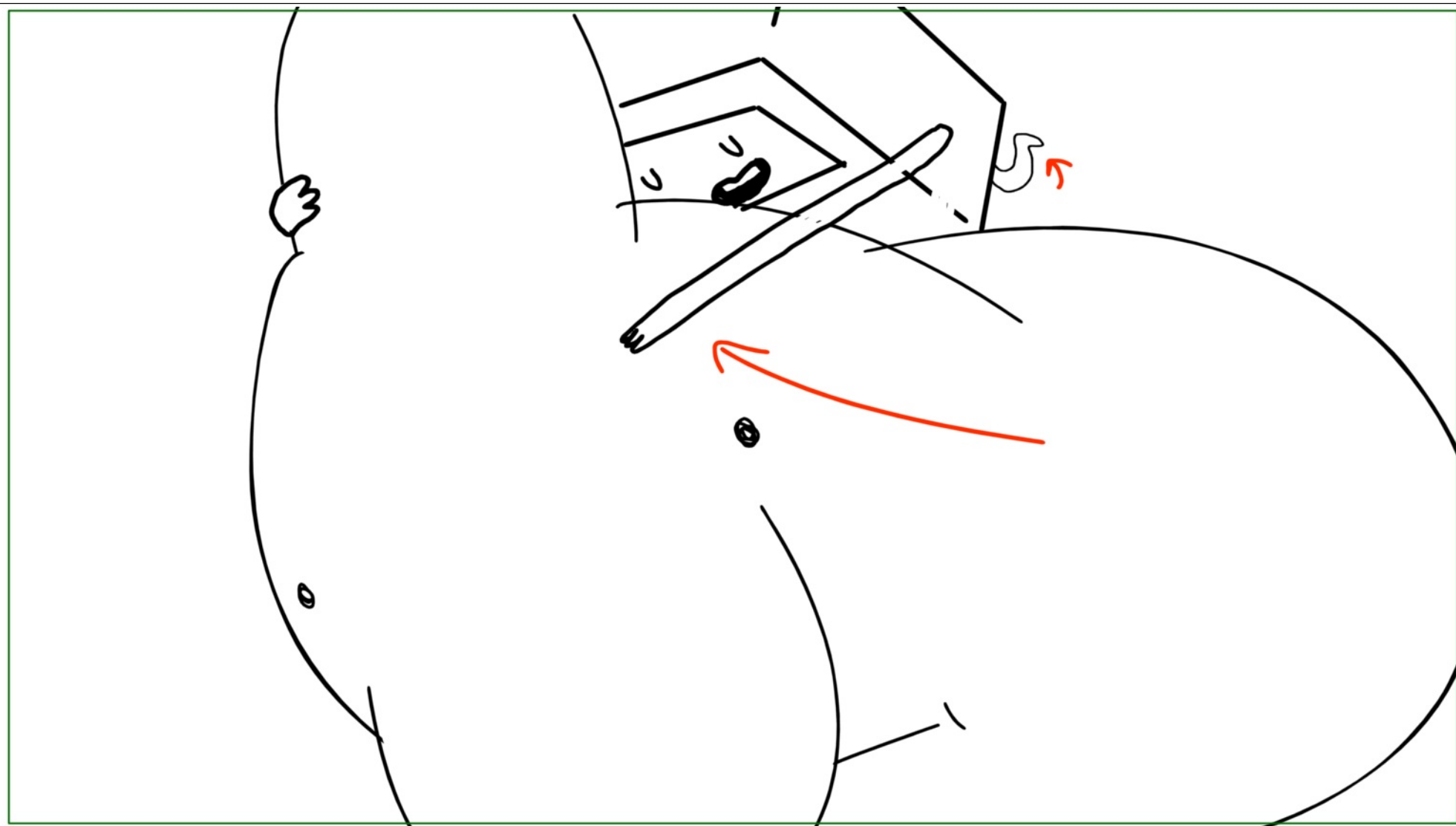
Dialog  
BMO: "get out of my way, or you're done for!"

Scene	Duration	Panel	Duration
114	10:00	3	01:00



Dialog  
BMO: and i--

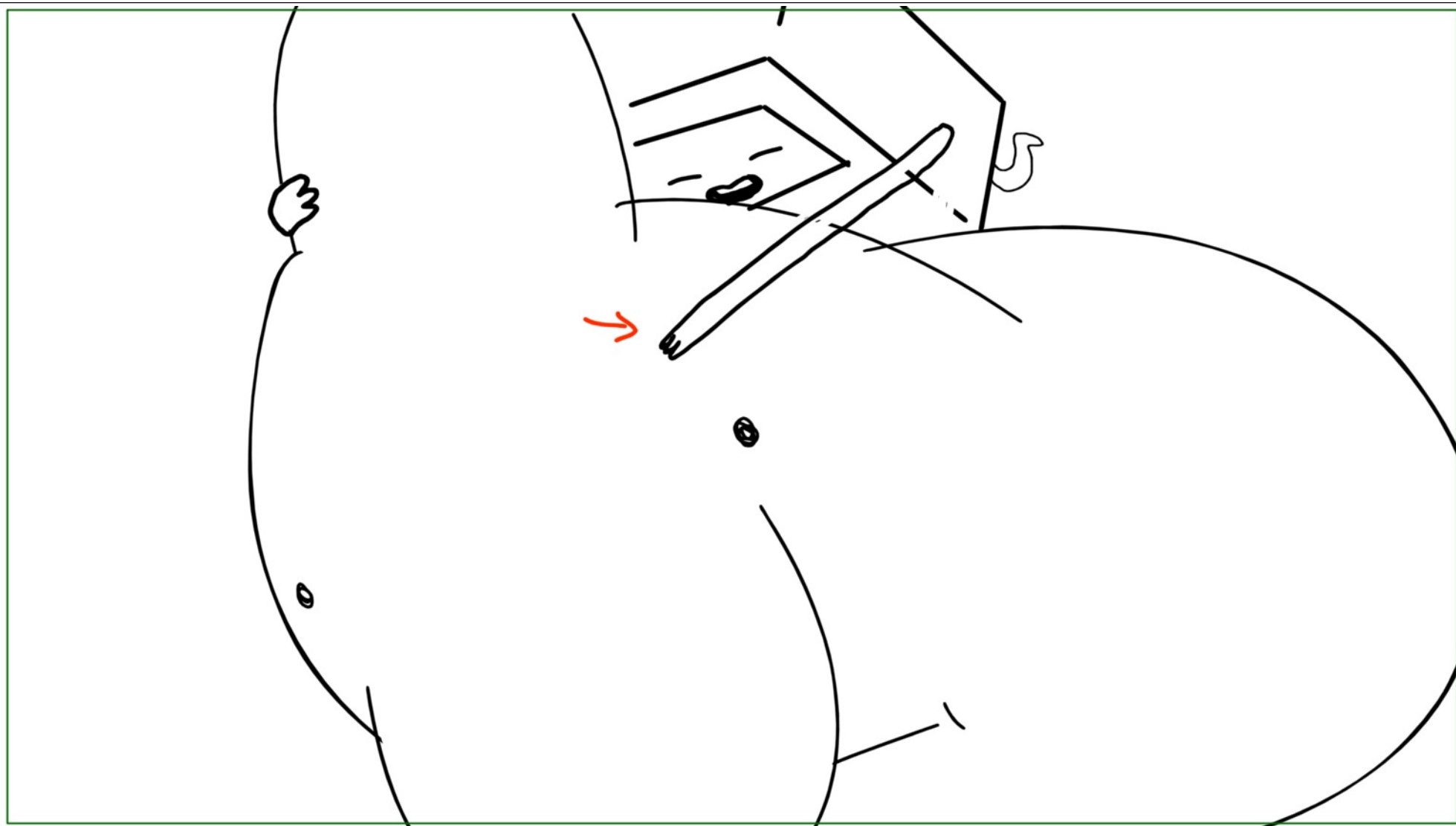
Scene	Duration	Panel	Duration
114	10:00	4	01:00



Dialog

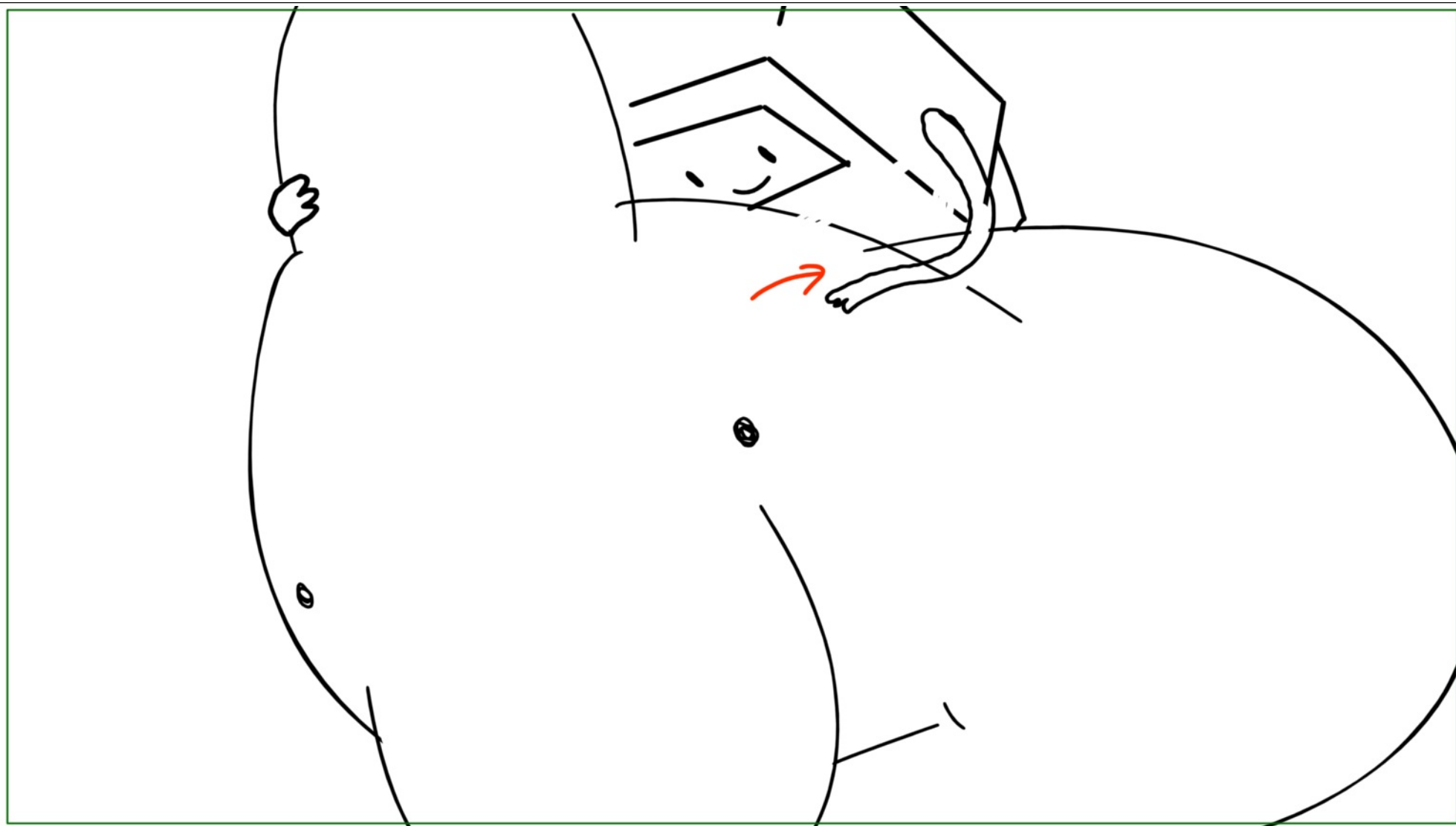
BMO: grabbed as many snacks as i wanted.

Scene	Duration	Panel	Duration
114	10:00	5	01:00



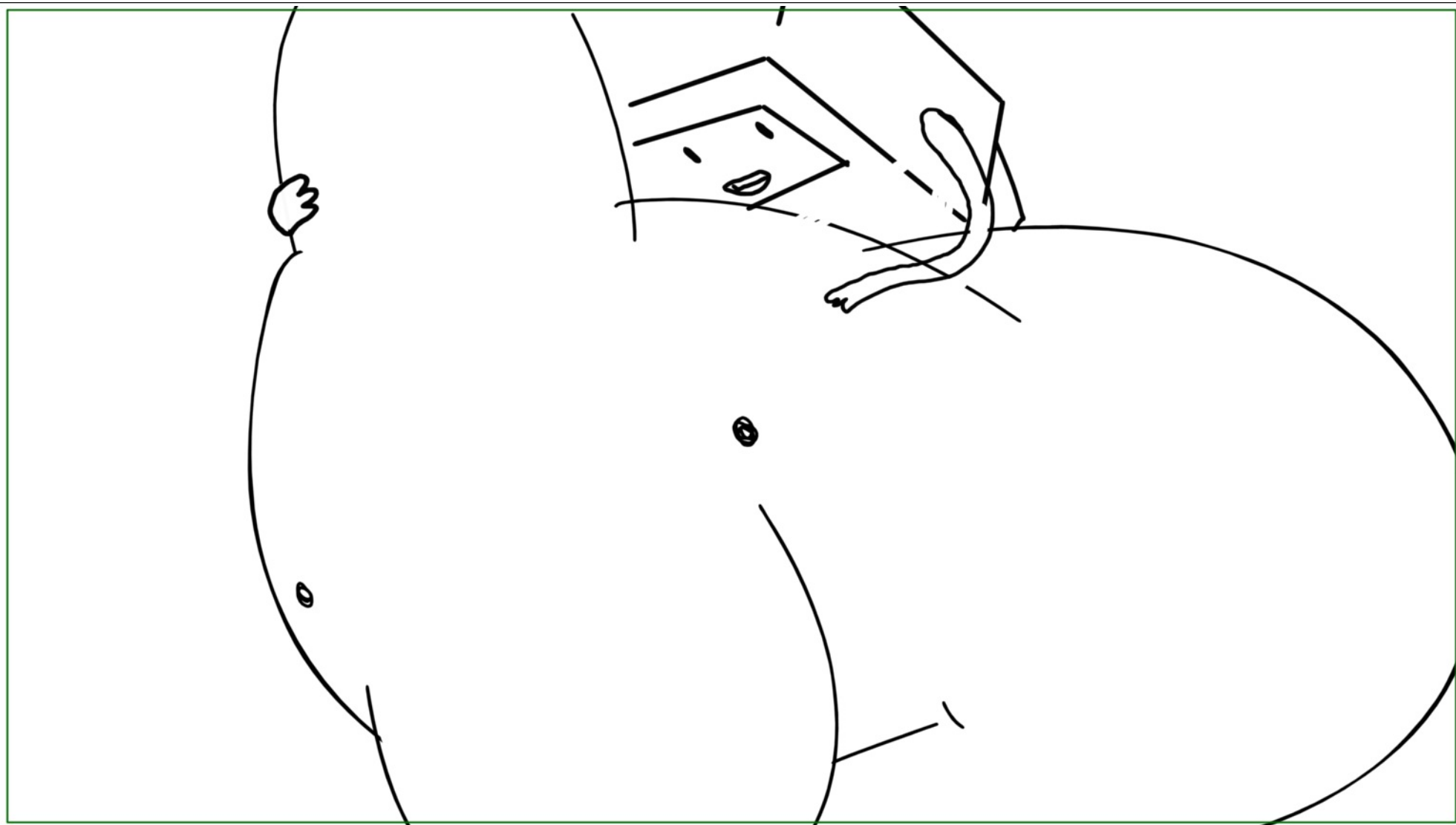
Dialog  
BMO: the end!!!!

Scene	Duration	Panel	Duration
114	10:00	6	01:00



Action Notes  
short pause

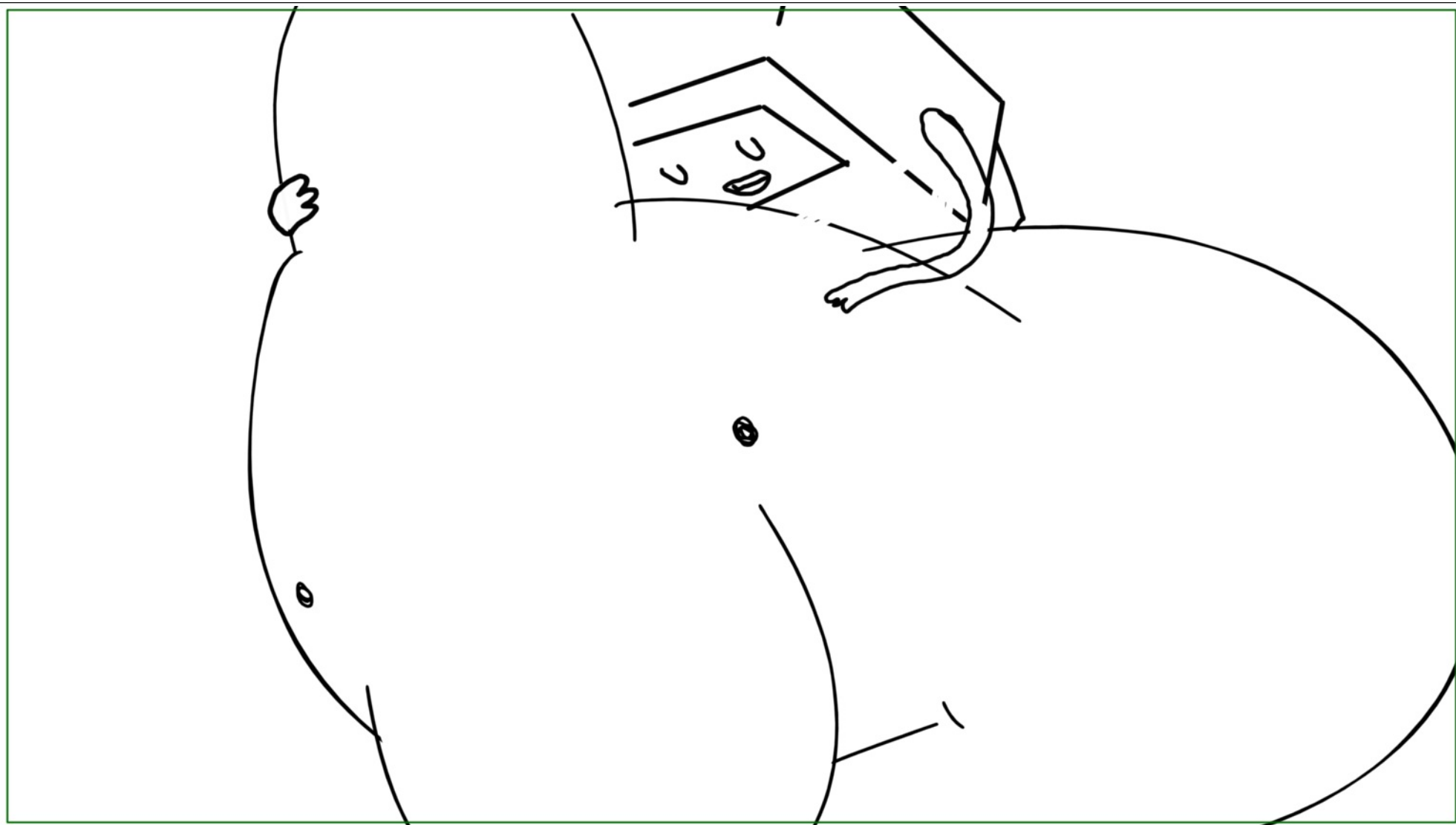
Scene	Duration	Panel	Duration
114	10:00	7	01:00



Dialog

BMO: i should tell that story to Y5 next time I see her!

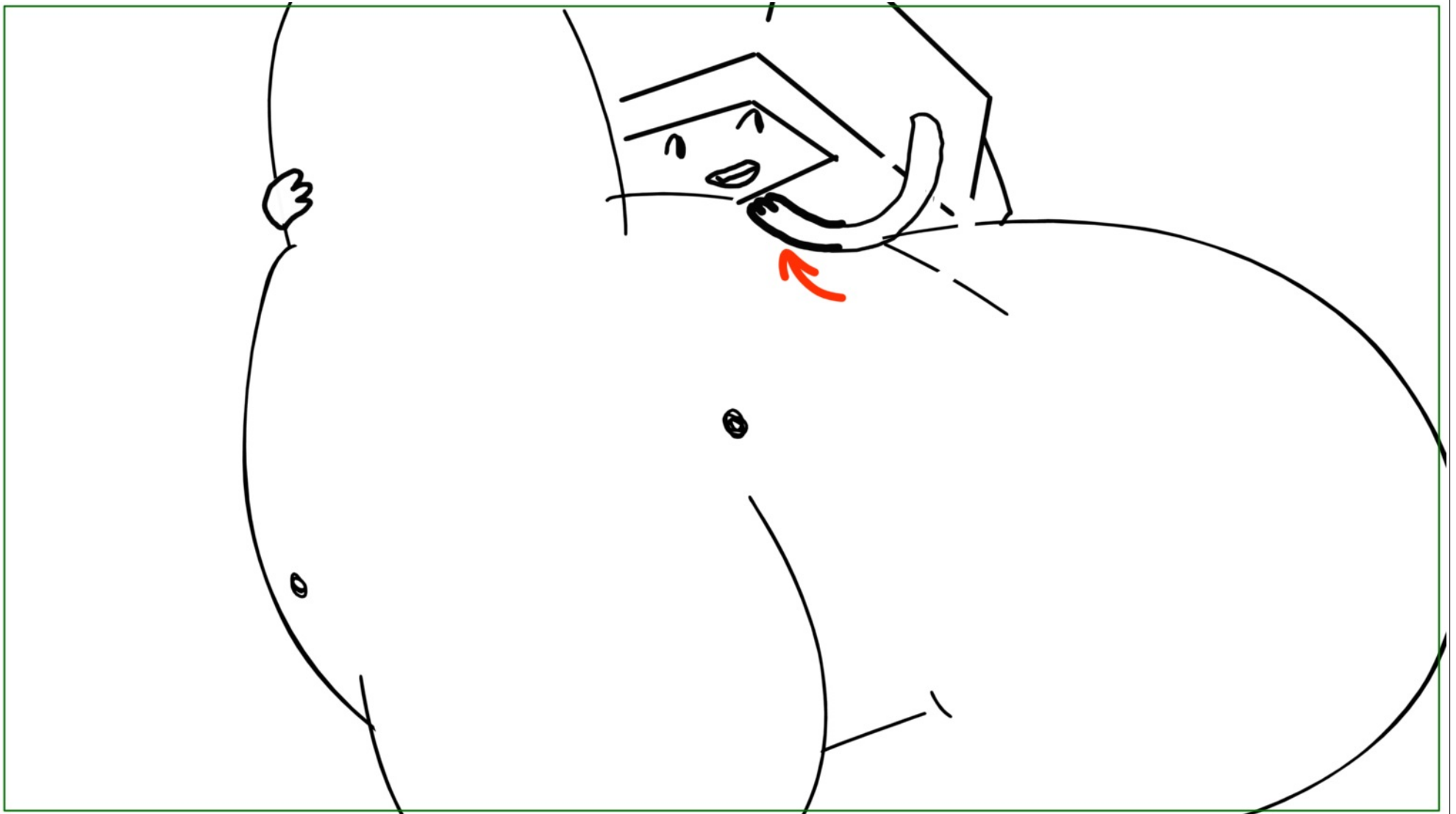
Scene	Duration	Panel	Duration
114	10:00	8	01:00



Dialog

BMO: i bet she'll be mayor by then.

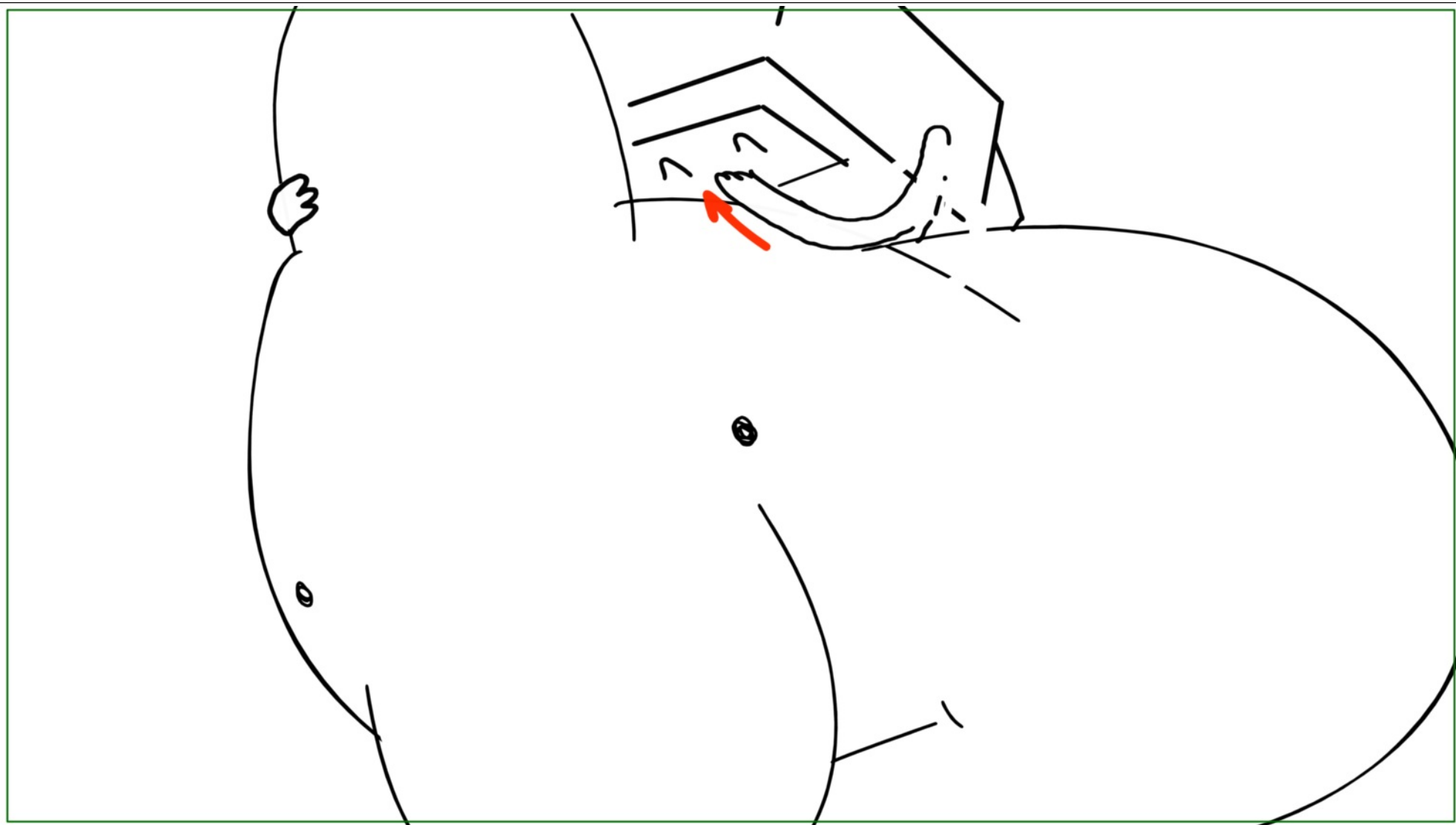
Scene	Duration	Panel	Duration
114	10:00	9	01:00



Dialog  
BMO: i hope she thanks me in her speech...

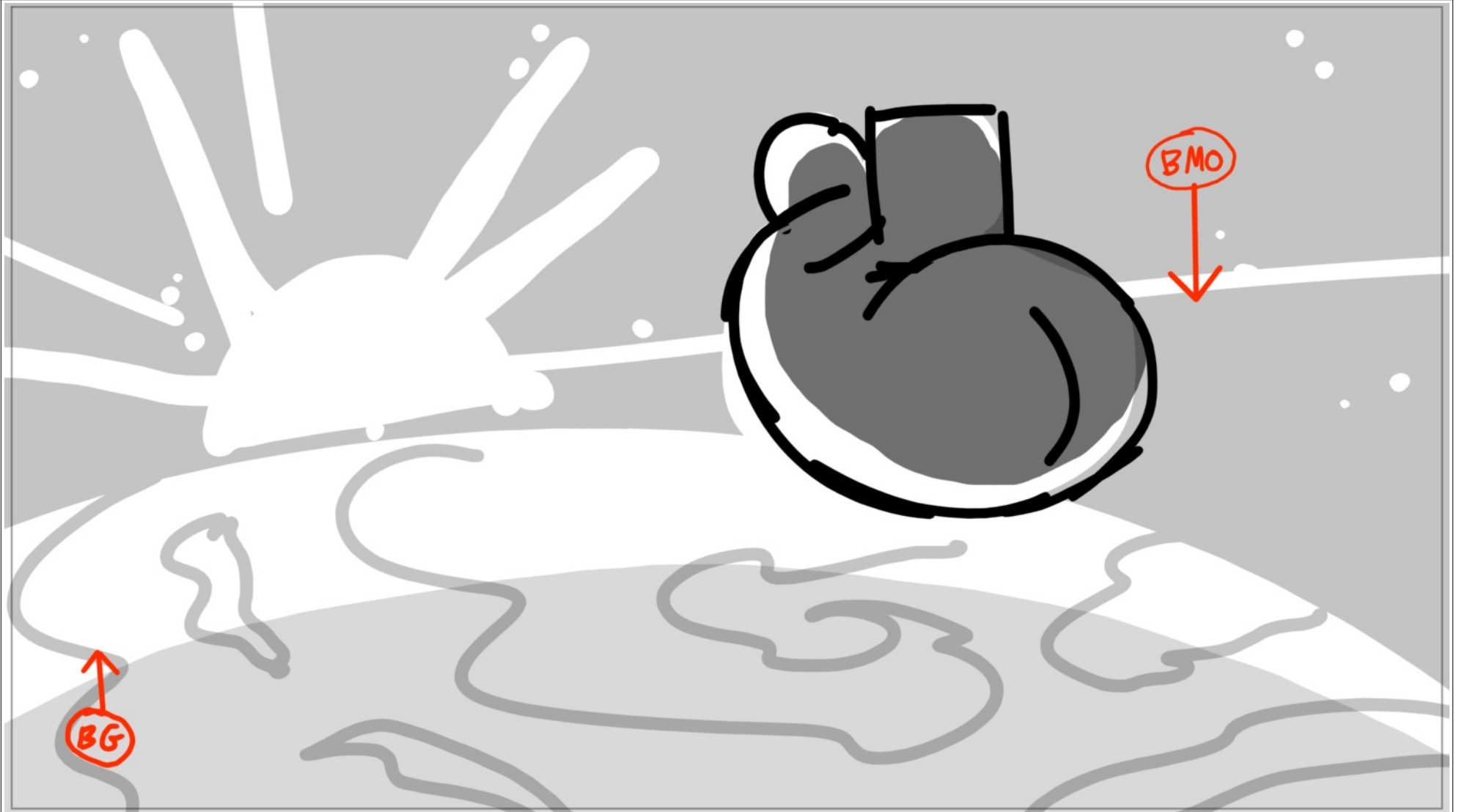


Scene	Duration	Panel	Duration
114	10:00	10	01:00



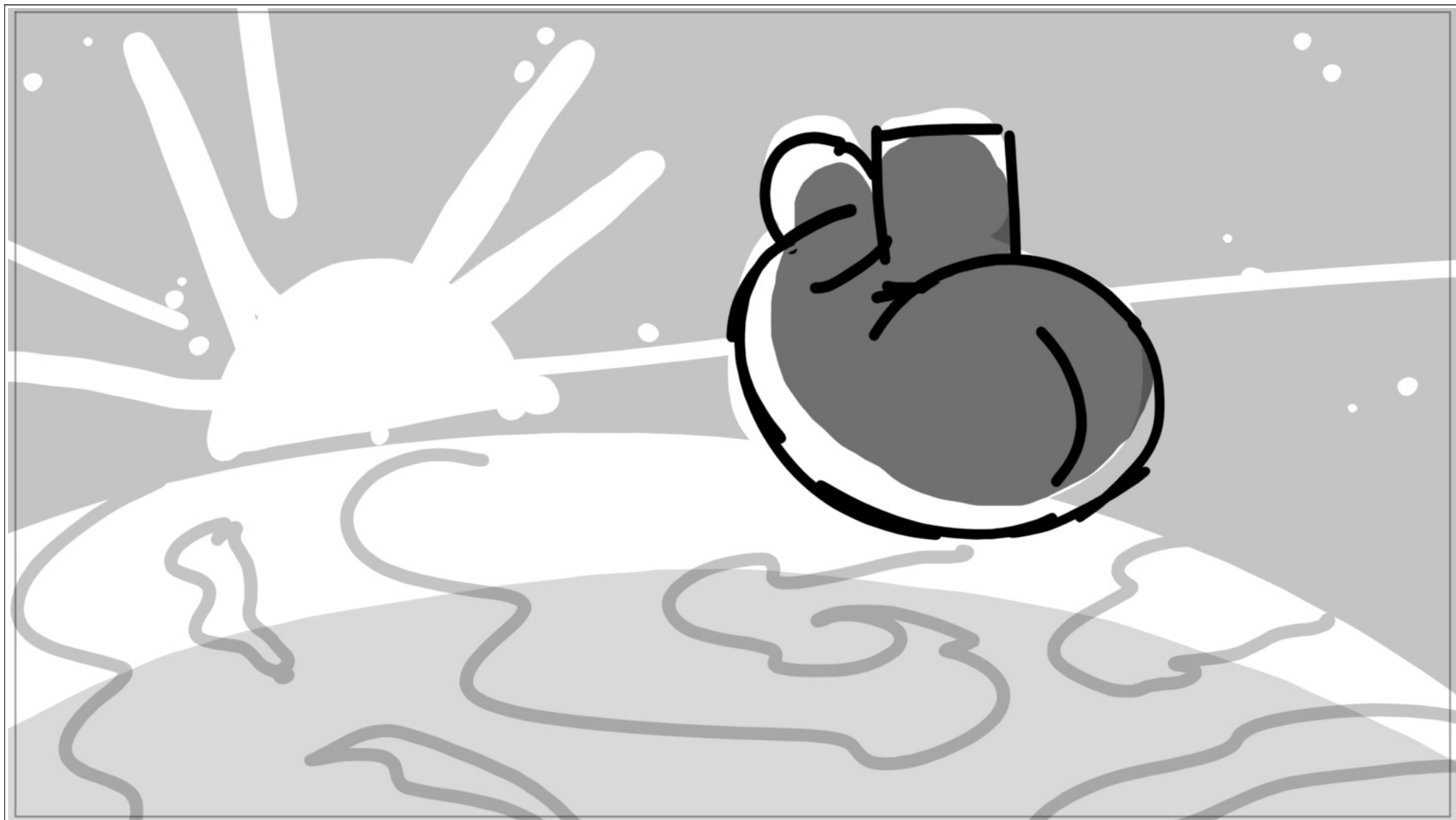
Dialog  
BMO: (giggles)

Scene	Duration	Panel	Duration
115	03:00	1	01:00



Dialog  
BMO: Oh ricky, you didn't tell me we were here yet.

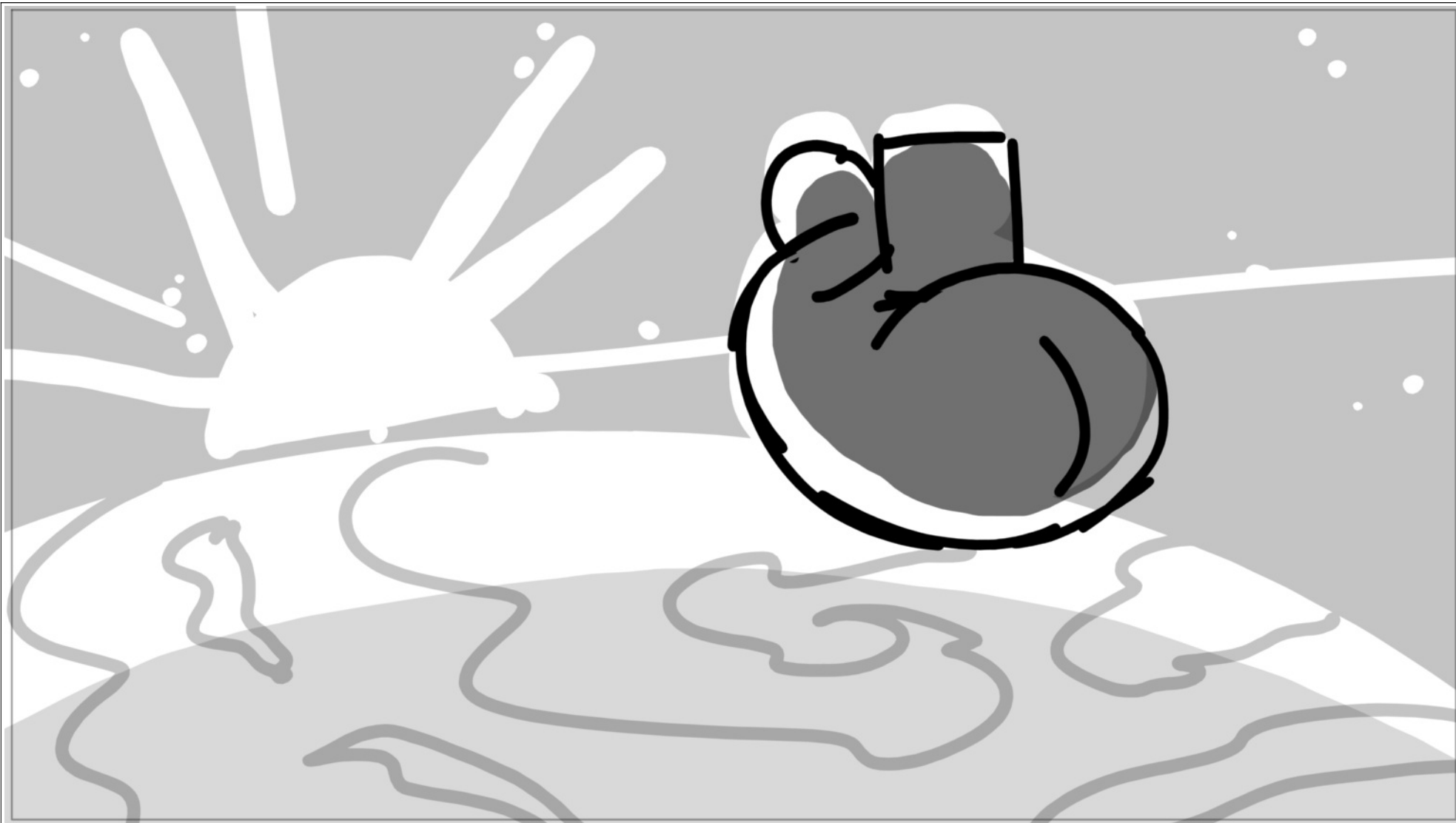
Scene	Duration	Panel	Duration
115	03:00	2	01:00



Dialog

BMO: Oh ricky, you didn't tell me we were here yet.

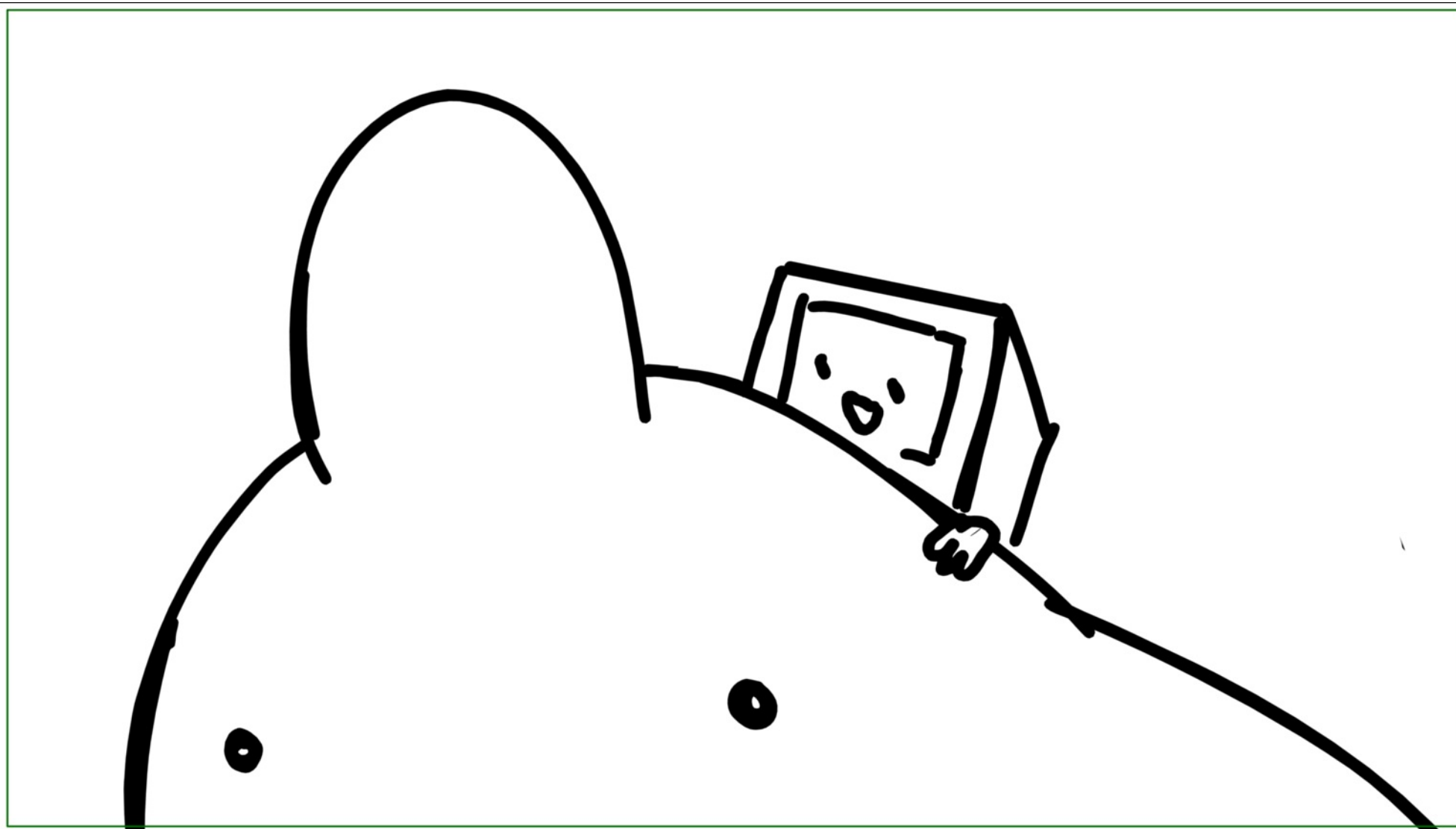
Scene	Duration	Panel	Duration
115	03:00	3	01:00



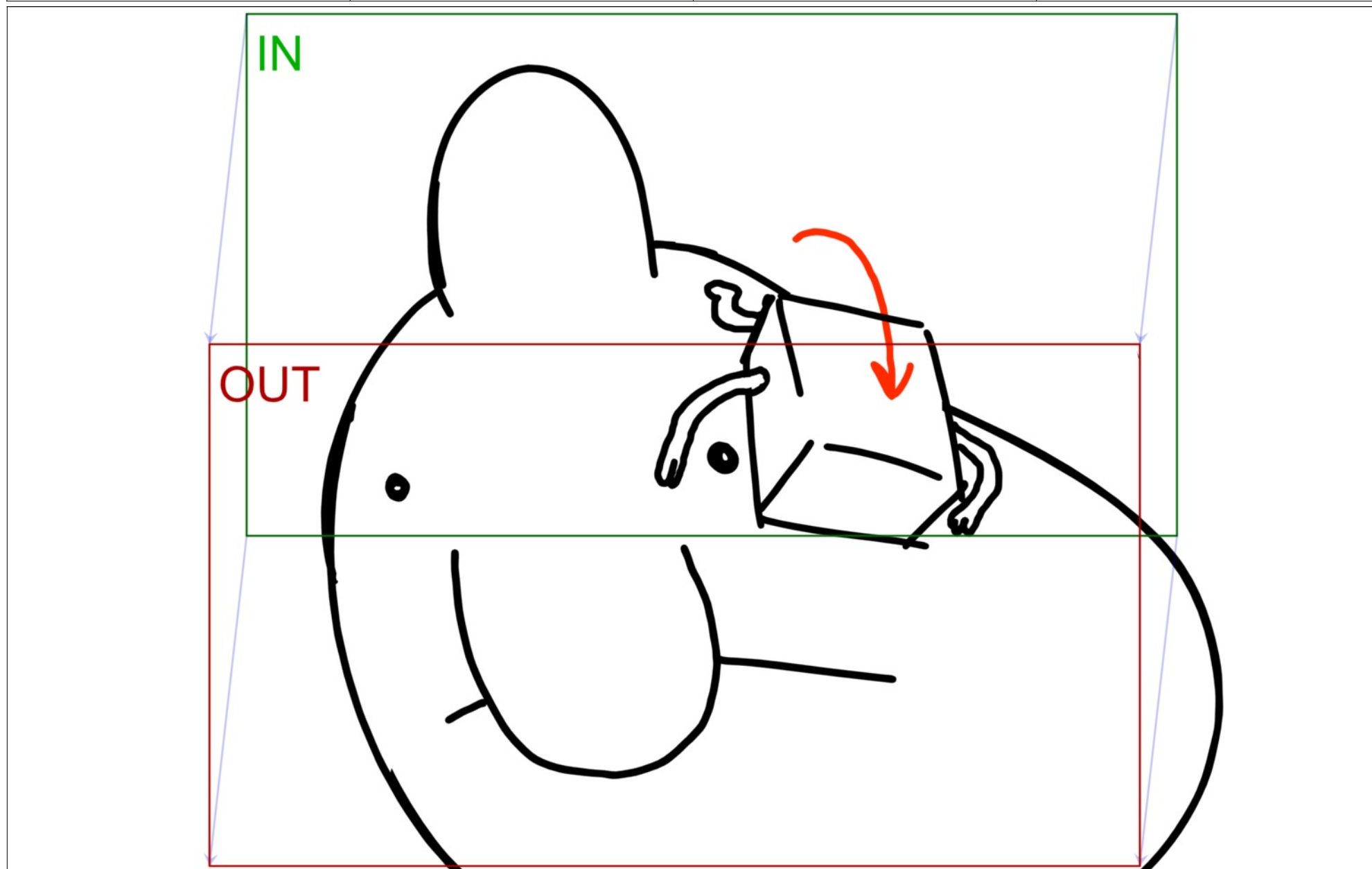
Dialog

BMO: Oh ricky, you didn't tell me we were here yet.

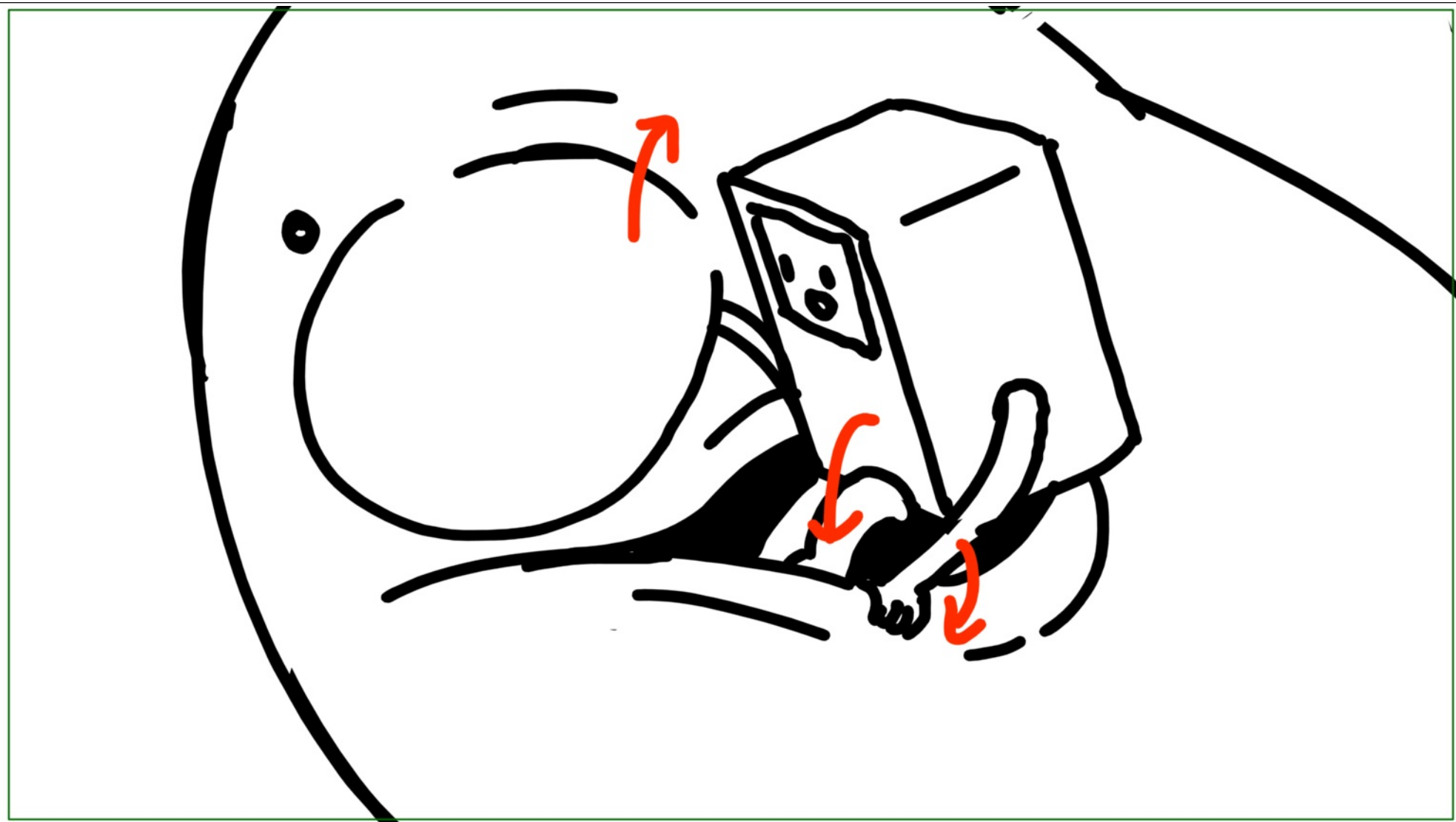
Scene	Duration	Panel	Duration
116	06:00	1	01:00



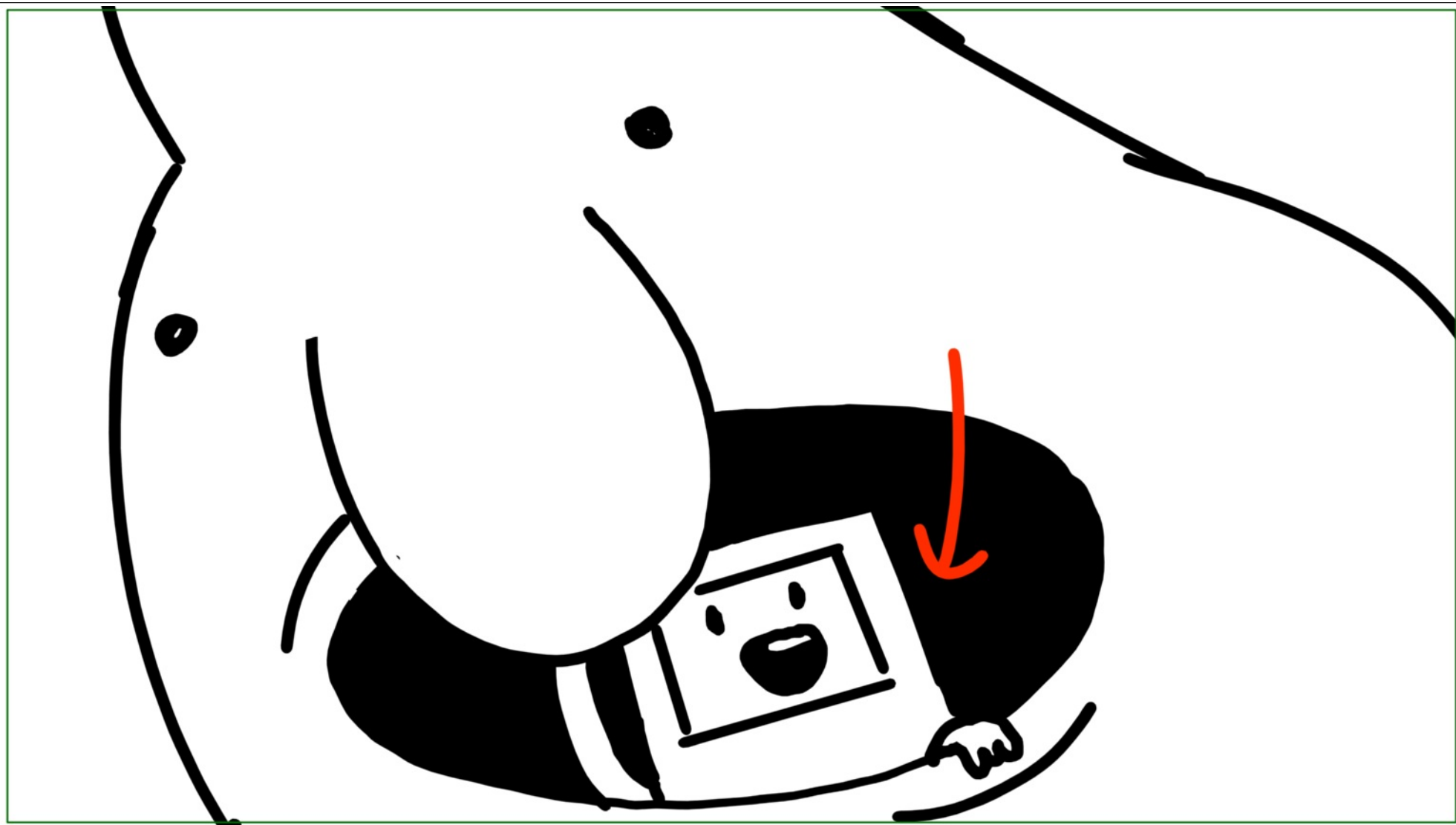
Scene	Duration	Panel	Duration
116	06:00	2	01:00



Scene	Duration	Panel	Duration
116	06:00	3	01:00



Scene	Duration	Panel	Duration
116	06:00	4	01:00

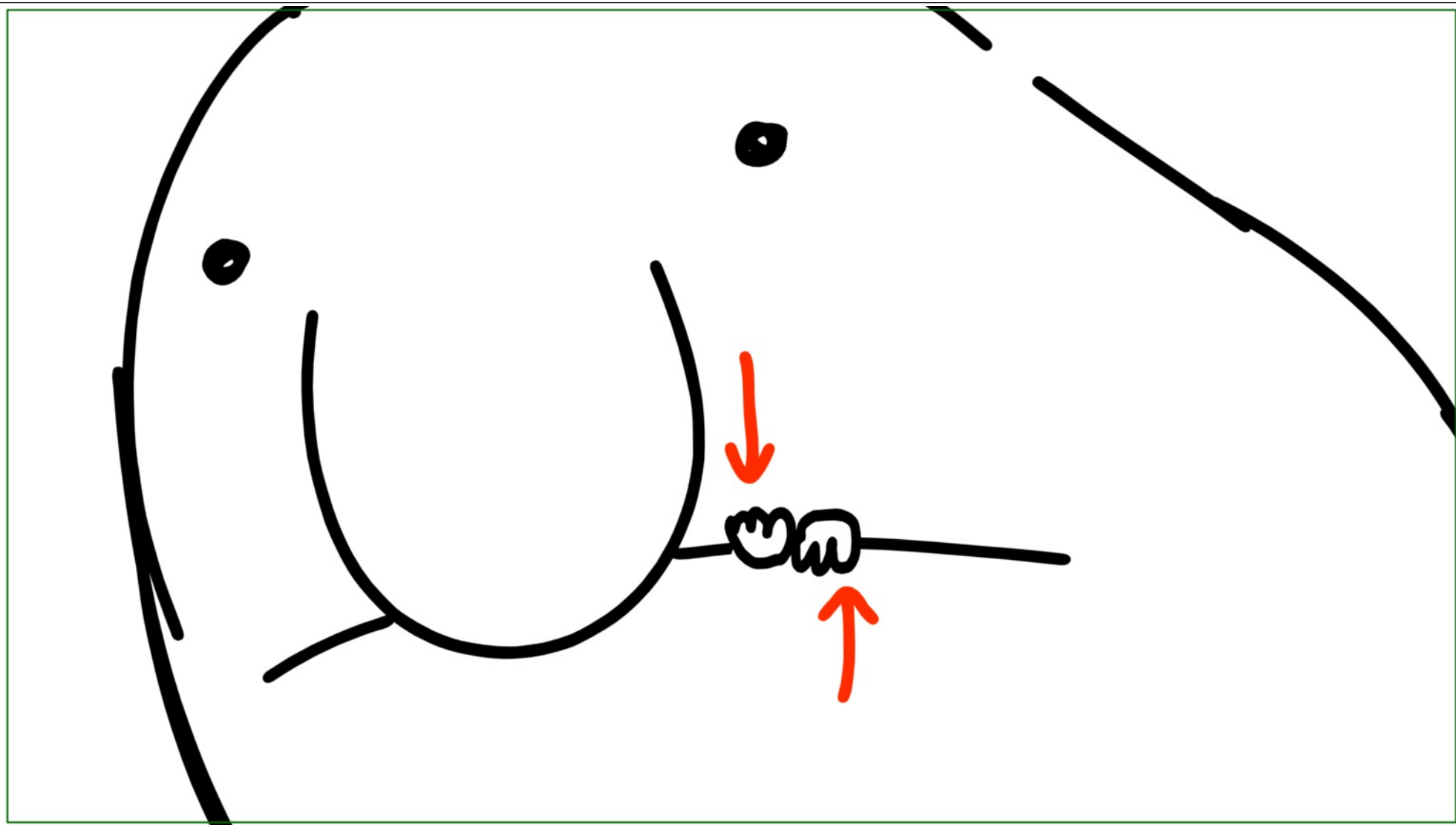


Dialog

BMO: i hope we make it!



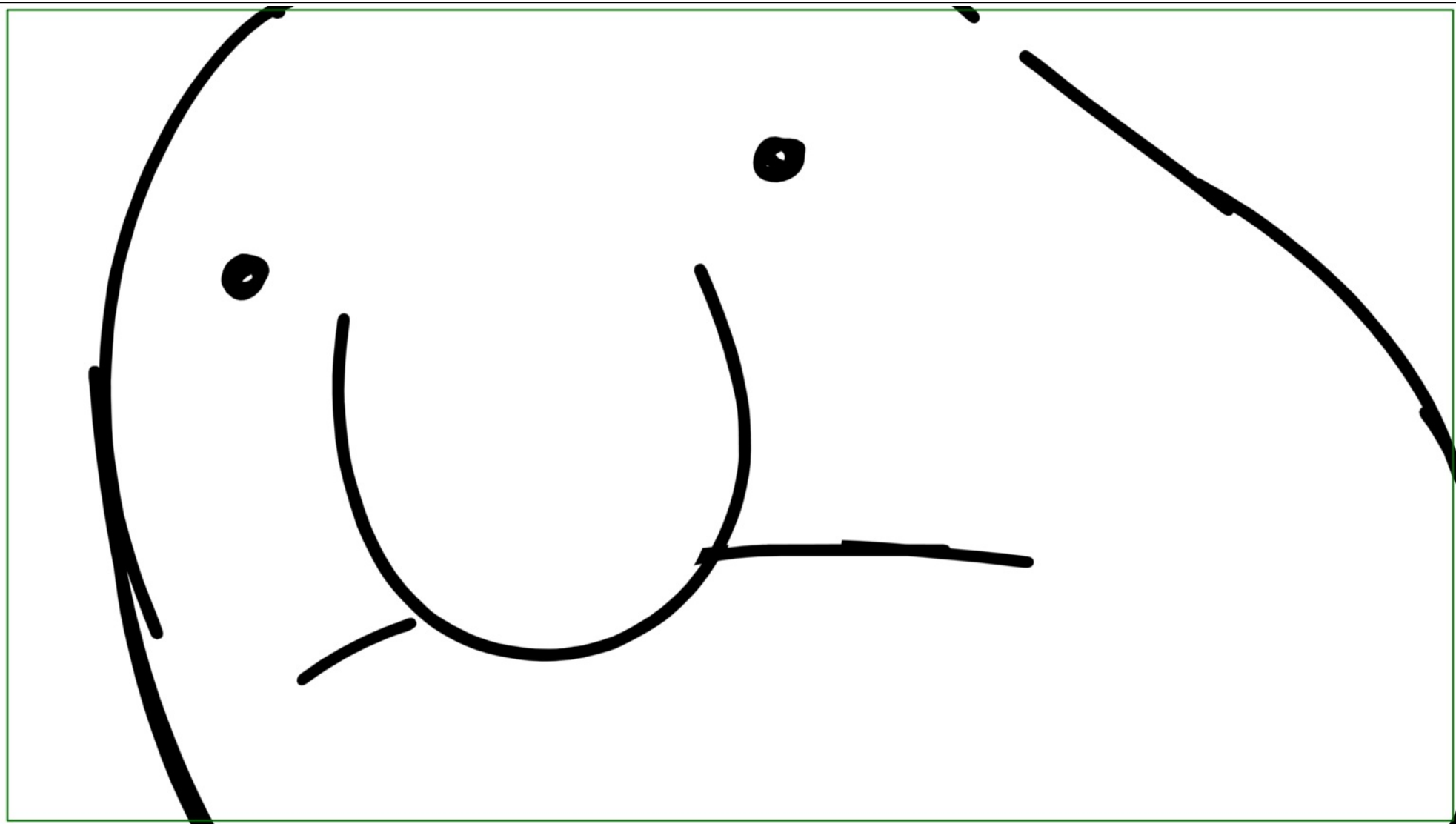
Scene	Duration	Panel	Duration
116	06:00	5	01:00



Action Notes

BMO shuts Ricky's mouth himself

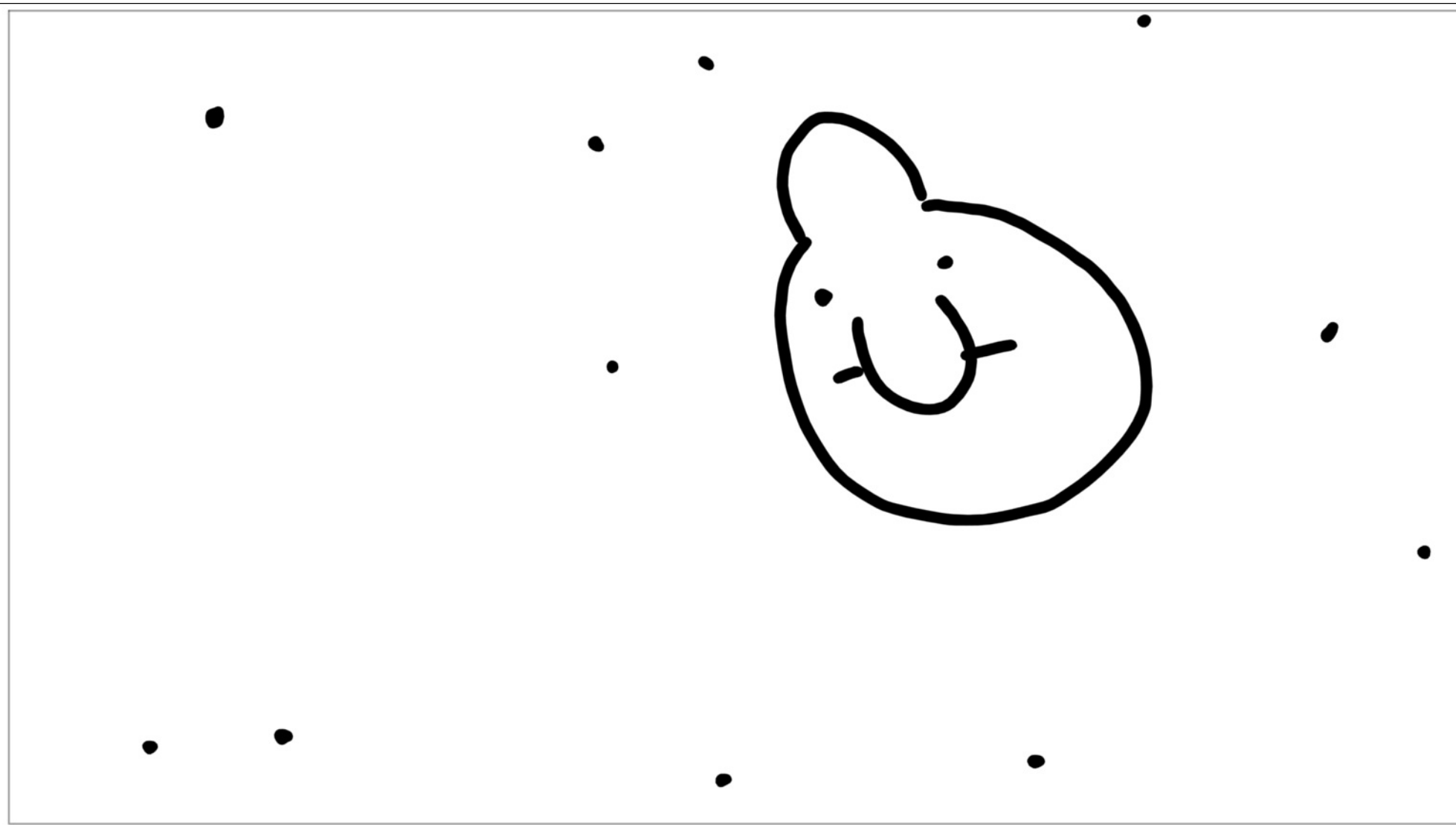
Scene	Duration	Panel	Duration
116	06:00	6	01:00



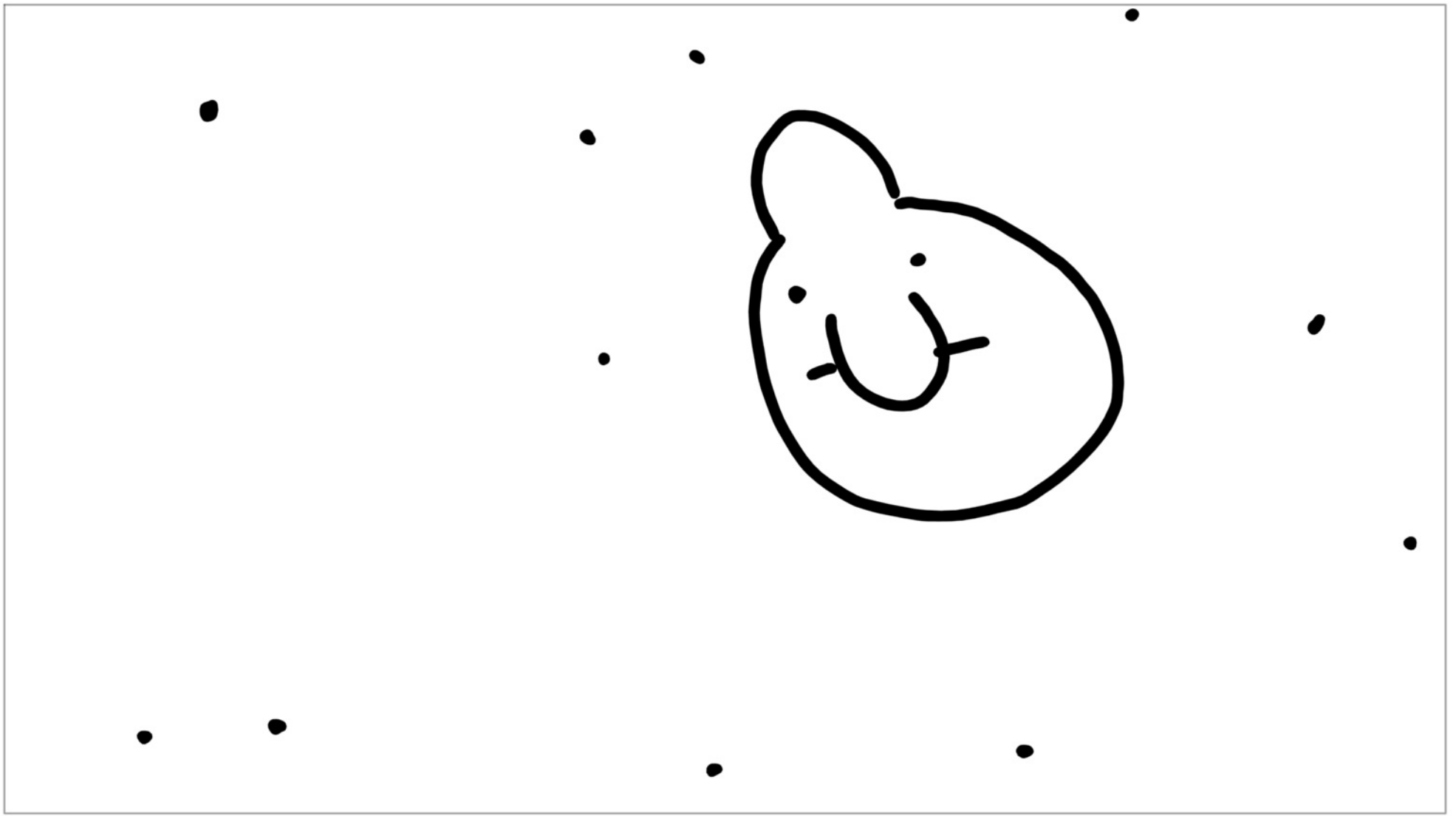
Action Notes

BMO shuts Ricky's mouth himself

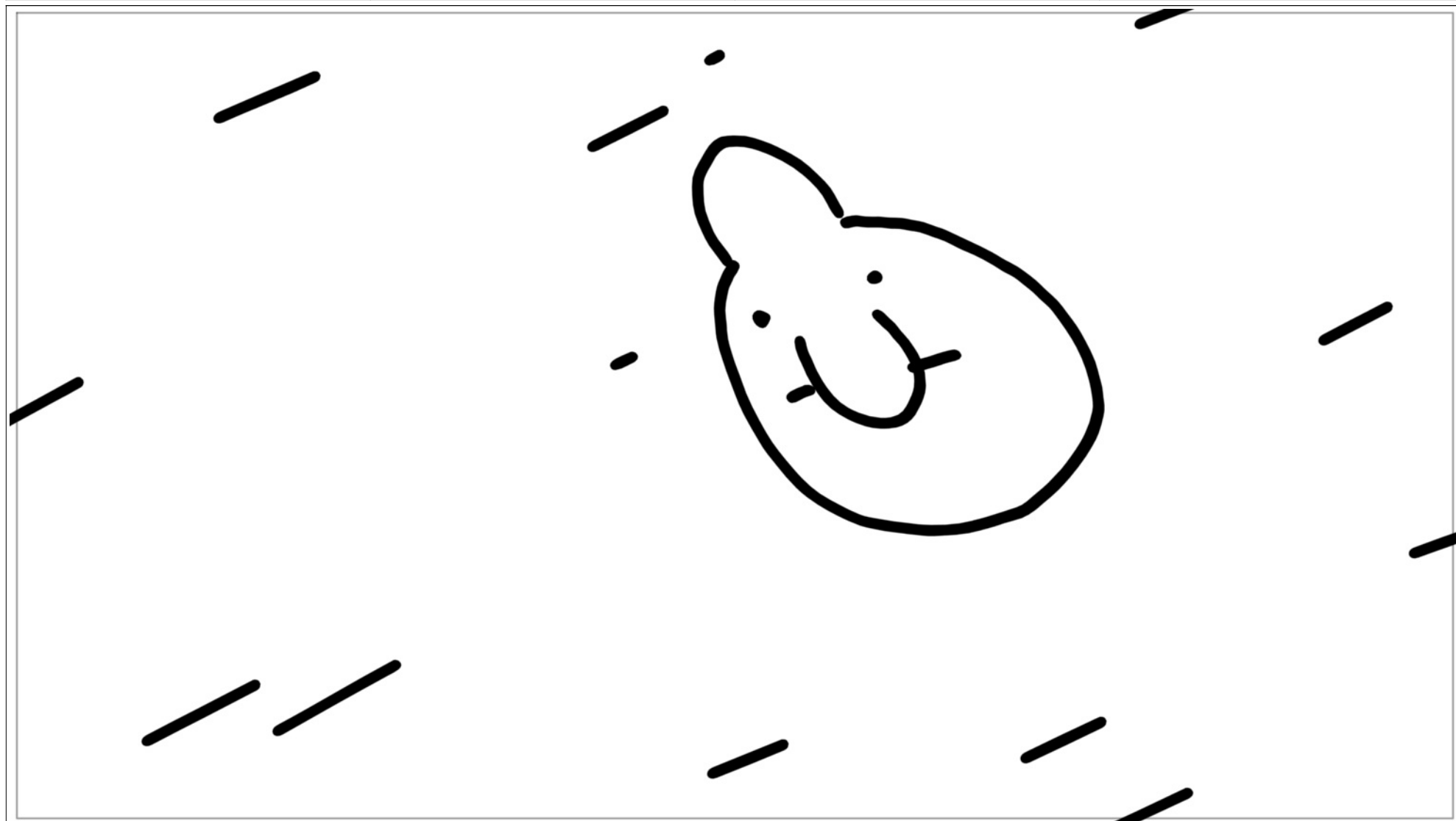
Scene	Duration	Panel	Duration
117	05:00	1	01:00



Scene	Duration	Panel	Duration
117	05:00	2	01:00



Scene	Duration	Panel	Duration
117	05:00	3	01:00



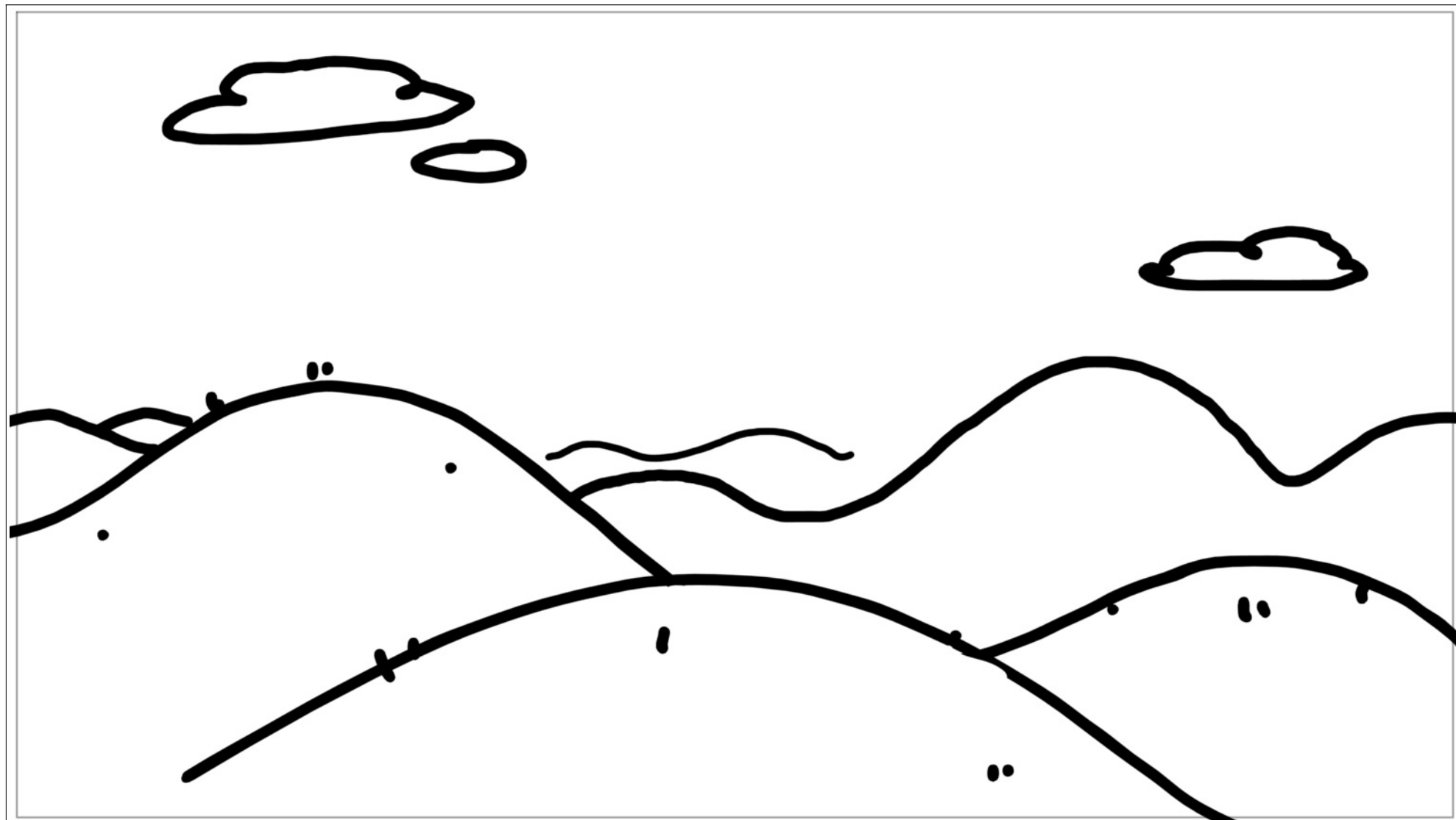
Scene	Duration	Panel	Duration
117	05:00	4	01:00



Scene	Duration	Panel	Duration
117	05:00	5	01:00

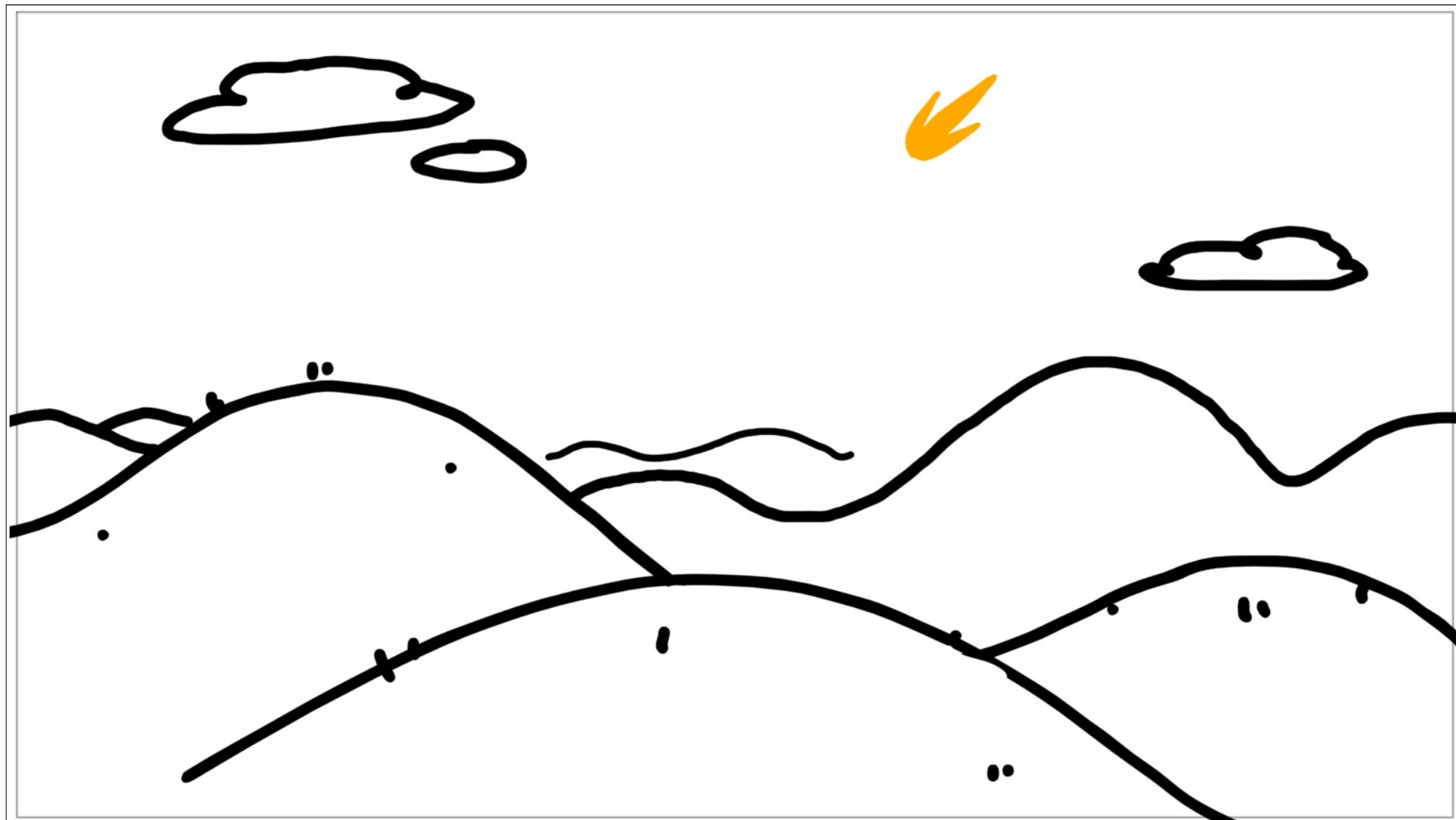


Scene	Duration	Panel	Duration
118	05:00	1	01:00

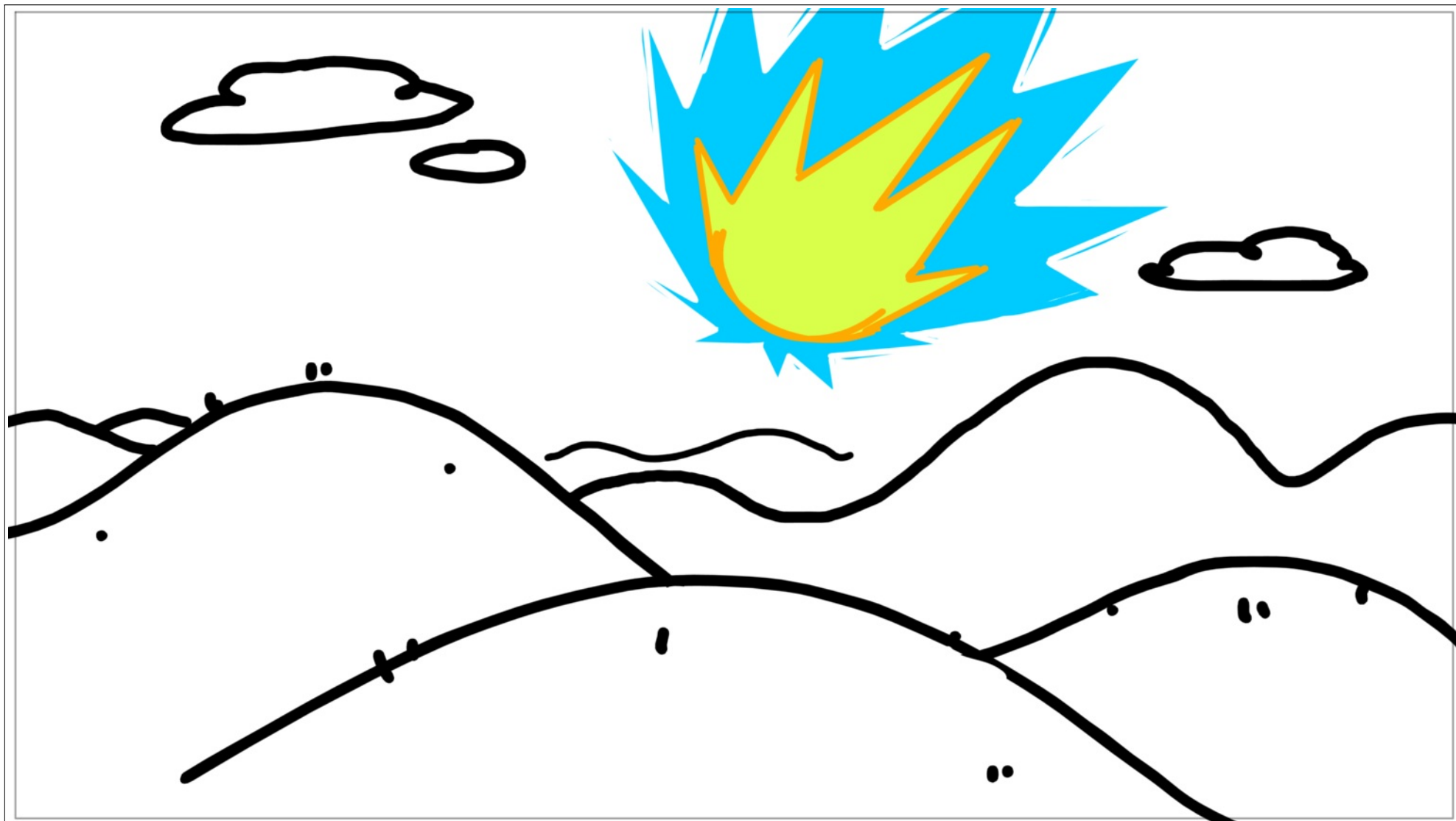




Scene	Duration	Panel	Duration
118	05:00	2	01:00



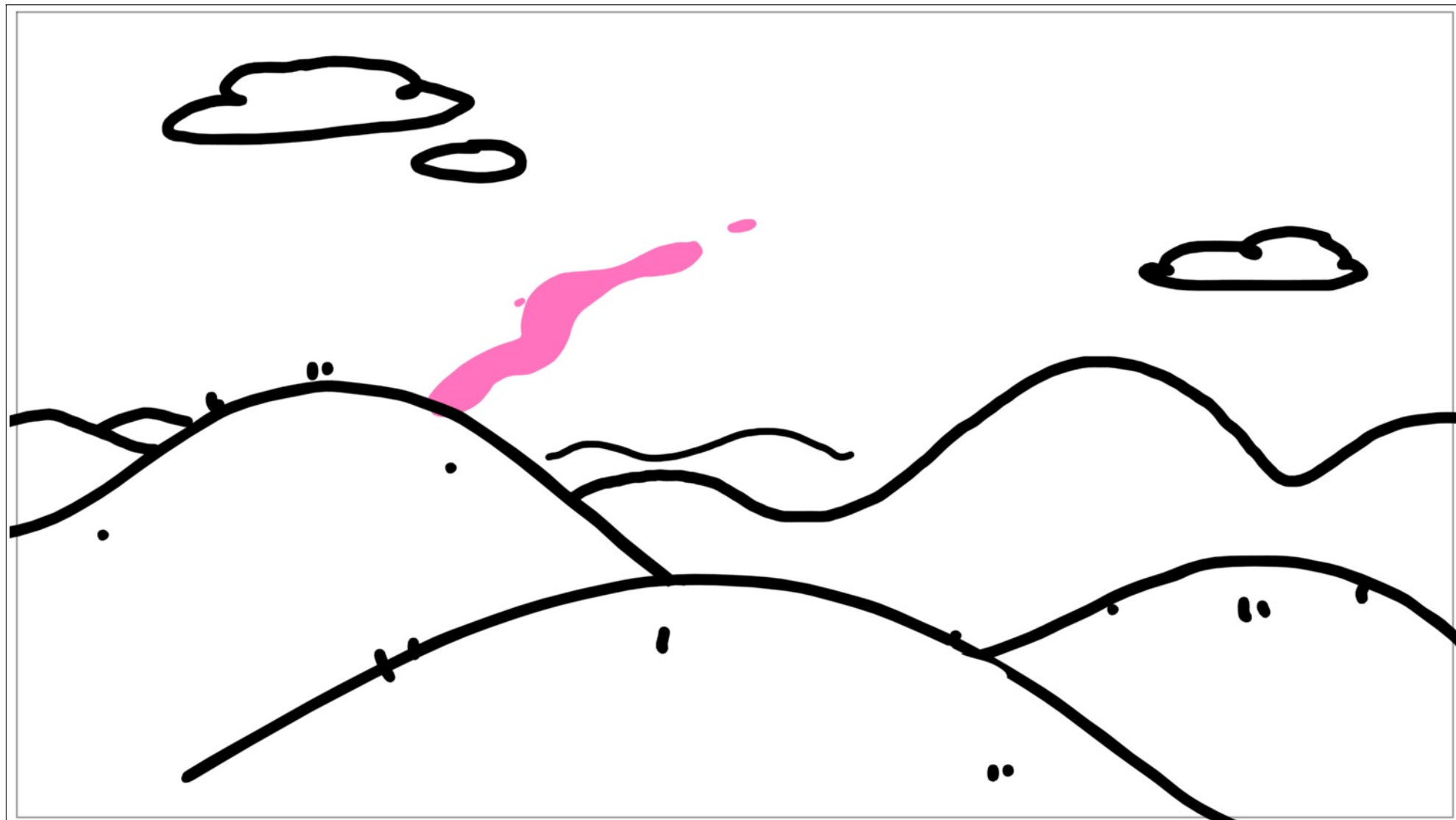
Scene	Duration	Panel	Duration
118	05:00	3	01:00



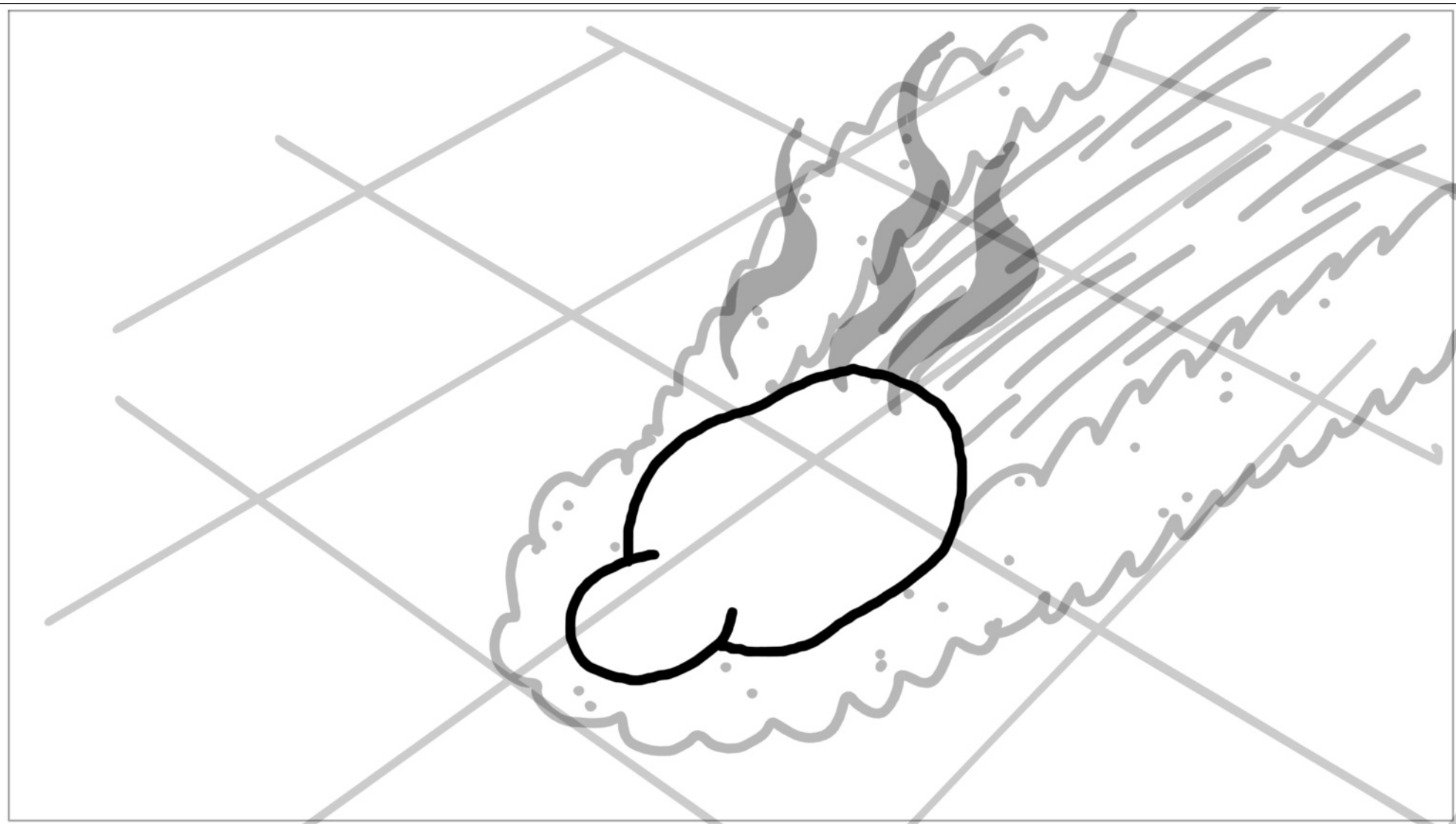
Scene	Duration	Panel	Duration
118	05:00	4	01:00



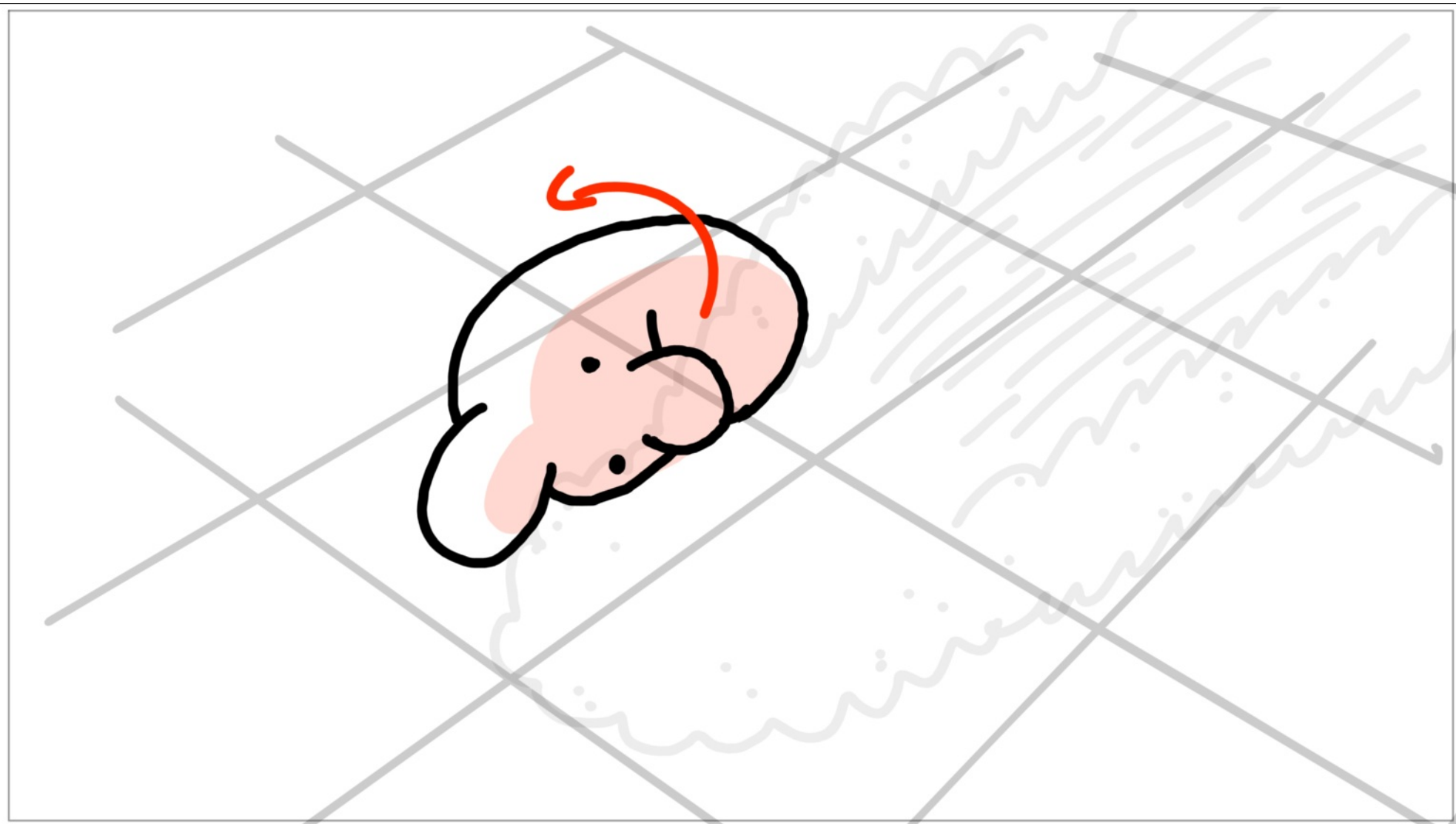
Scene	Duration	Panel	Duration
118	05:00	5	01:00



Scene	Duration	Panel	Duration
119	08:00	1	01:00



Scene	Duration	Panel	Duration
119	08:00	2	01:00



#### Action Notes

Ricky rolls over on its side

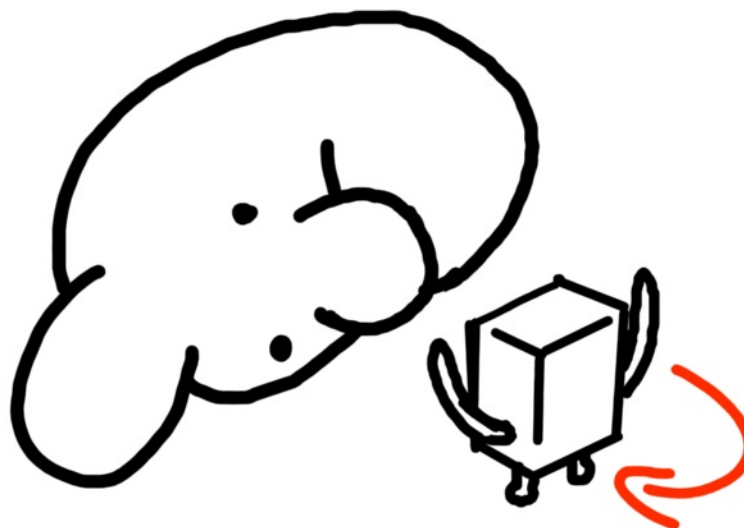
Scene	Duration	Panel	Duration
119	08:00	3	01:00



Dialog

BMO: Ricky, you beast. You are so strong.

Scene	Duration	Panel	Duration
119	08:00	4	01:00

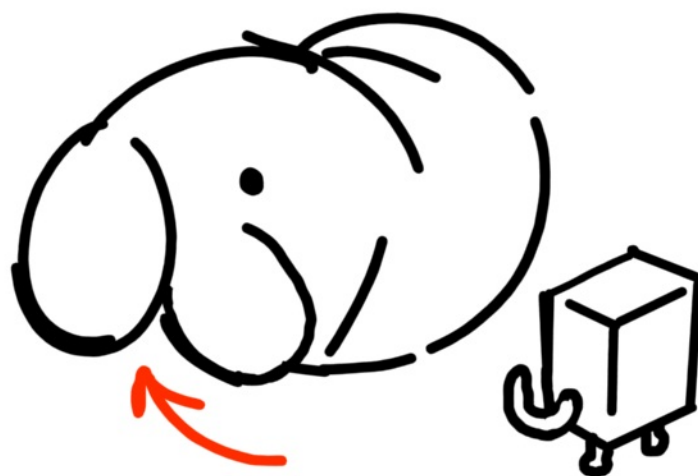


Dialog

BMO: Now, go! be free!!



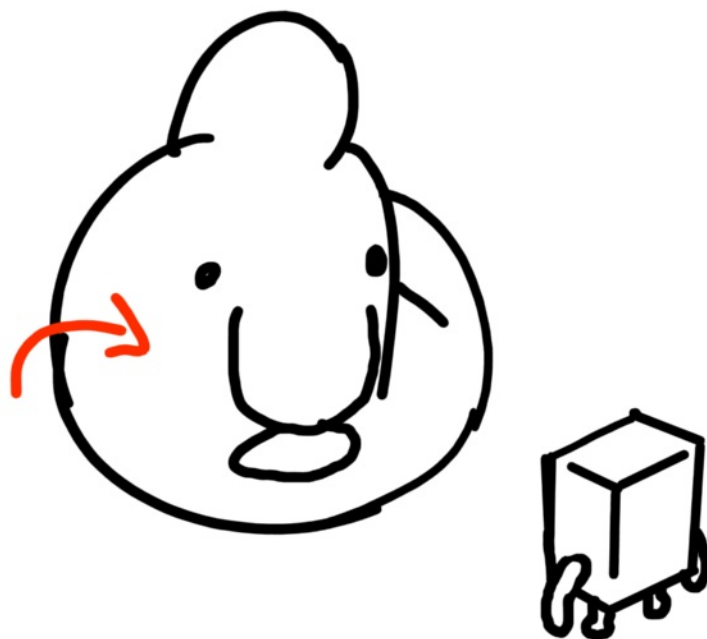
Scene	Duration	Panel	Duration
119	08:00	5	01:00



Dialog

BMO: populate this world, Ricky!

Scene	Duration	Panel	Duration
119	08:00	6	01:00



Dialog

Ricky: My name is Twinkletoes.

Scene	Duration	Panel	Duration
119	08:00	7	01:00



Dialog

Ricky: My name is Twinkletoes.

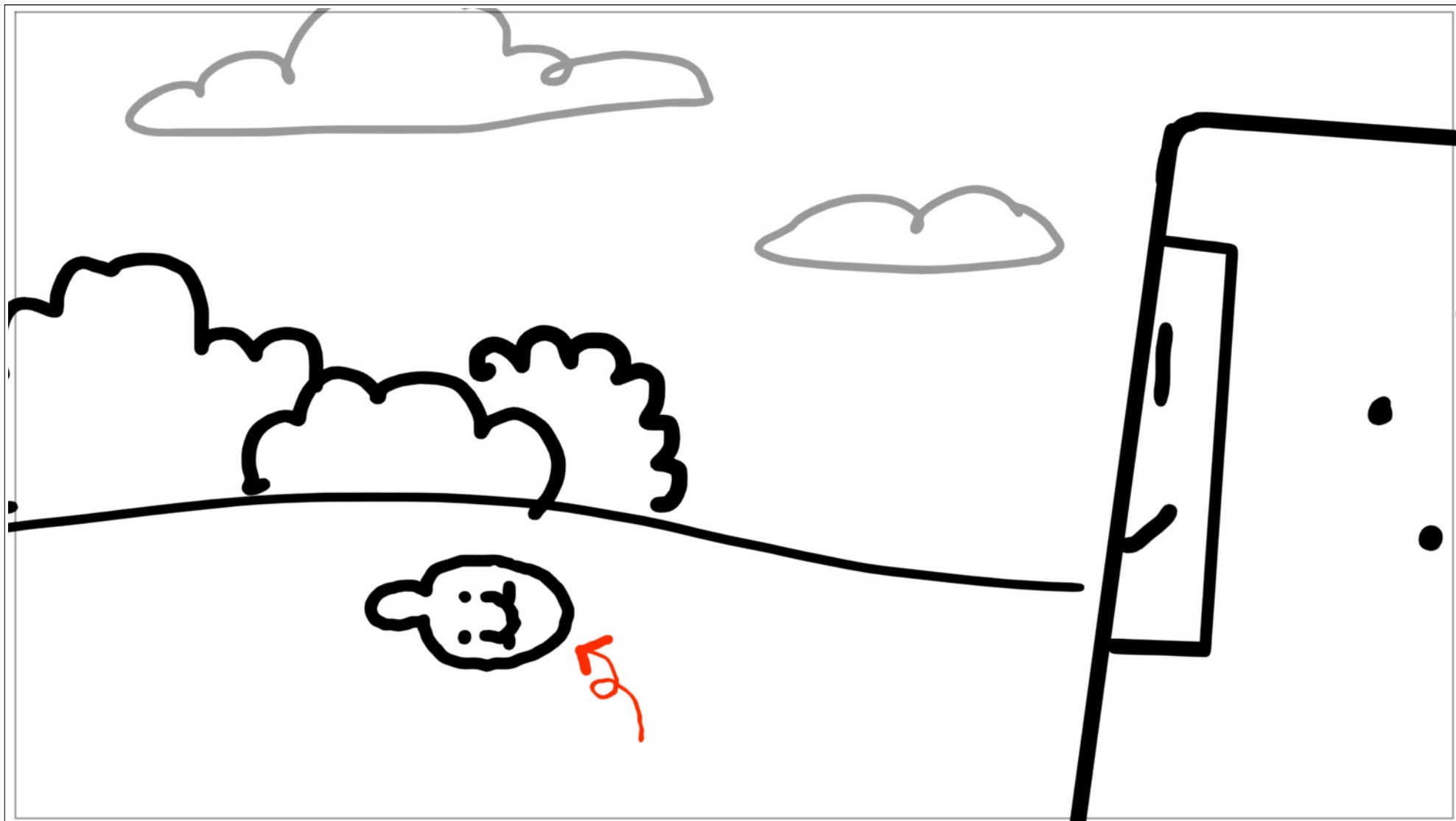
Scene	Duration	Panel	Duration
119	08:00	8	01:00



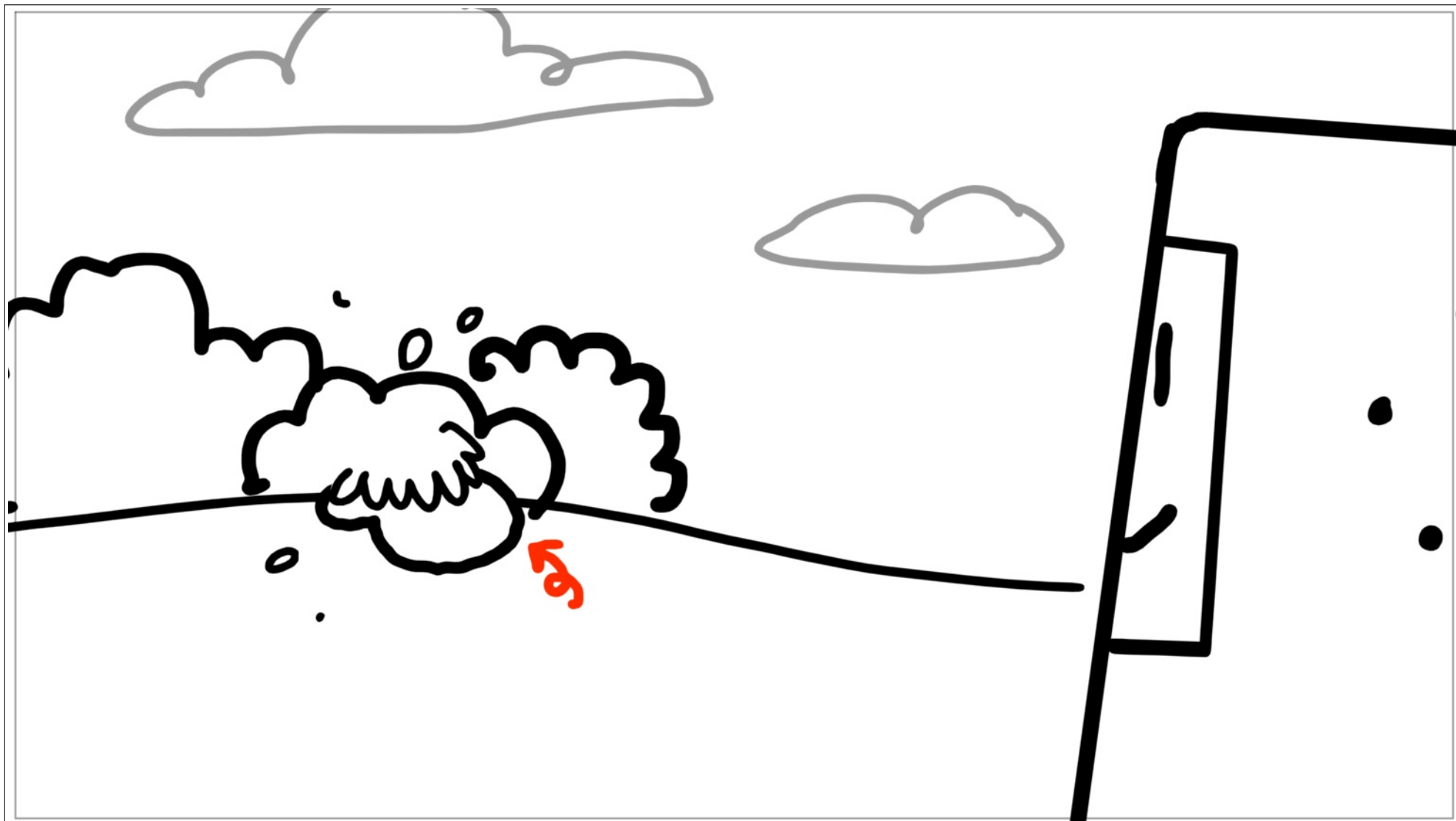
Dialog

Ricky: My name is Twinkletoes.

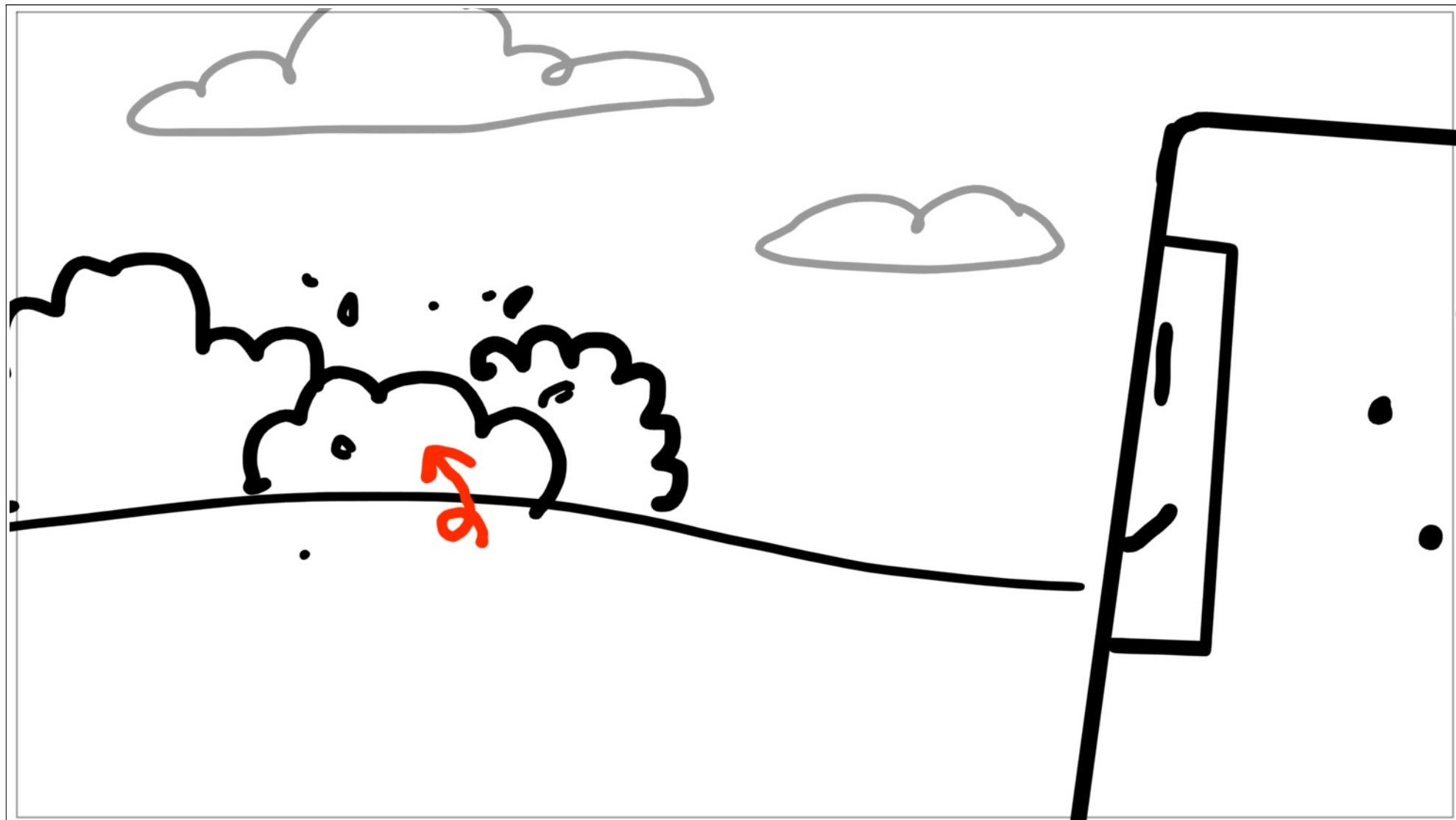
Scene	Duration	Panel	Duration
120	05:00	1	01:00



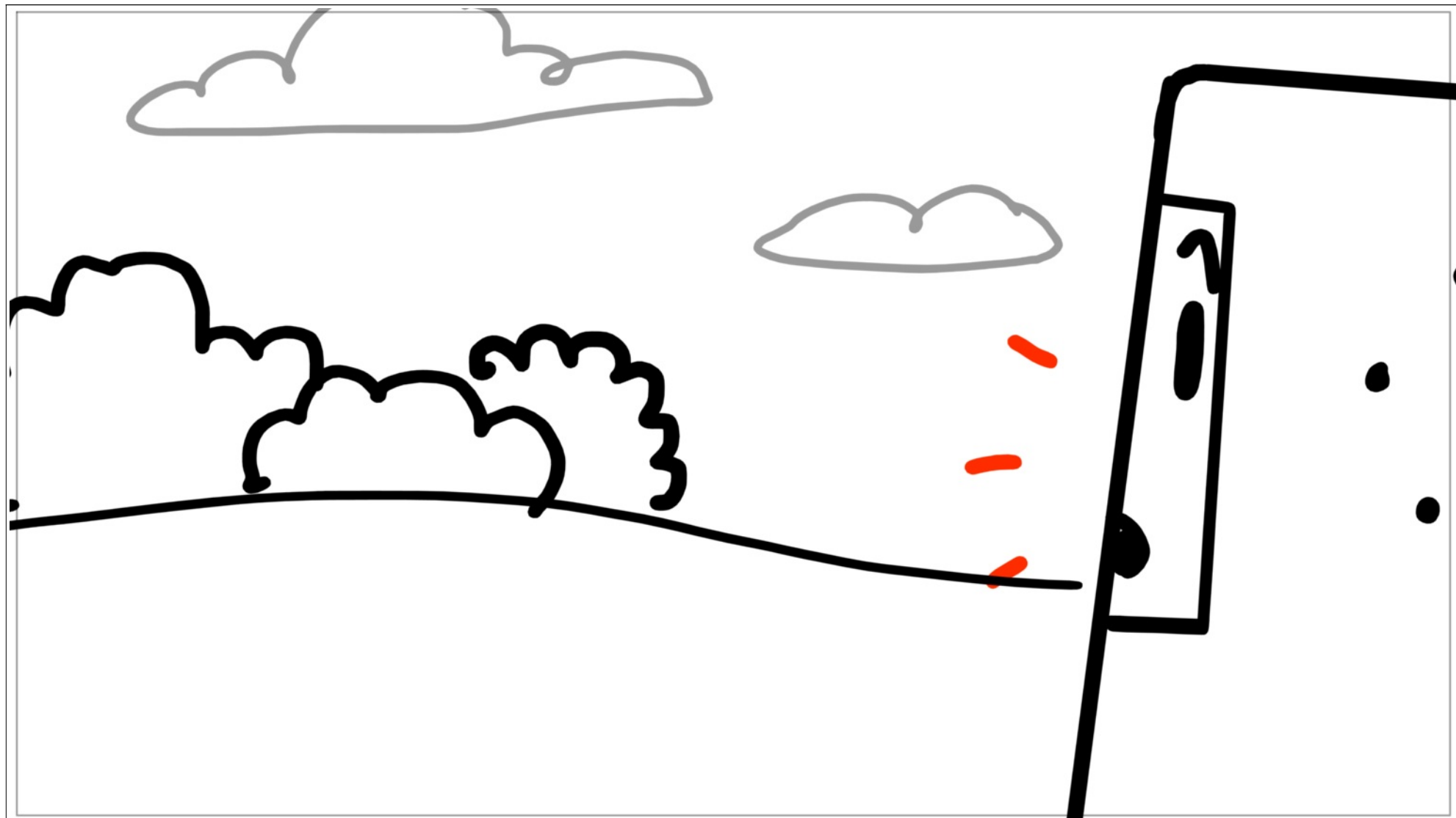
Scene	Duration	Panel	Duration
120	05:00	2	01:00



Scene	Duration	Panel	Duration
120	05:00	3	01:00



Scene	Duration	Panel	Duration
120	05:00	4	01:00

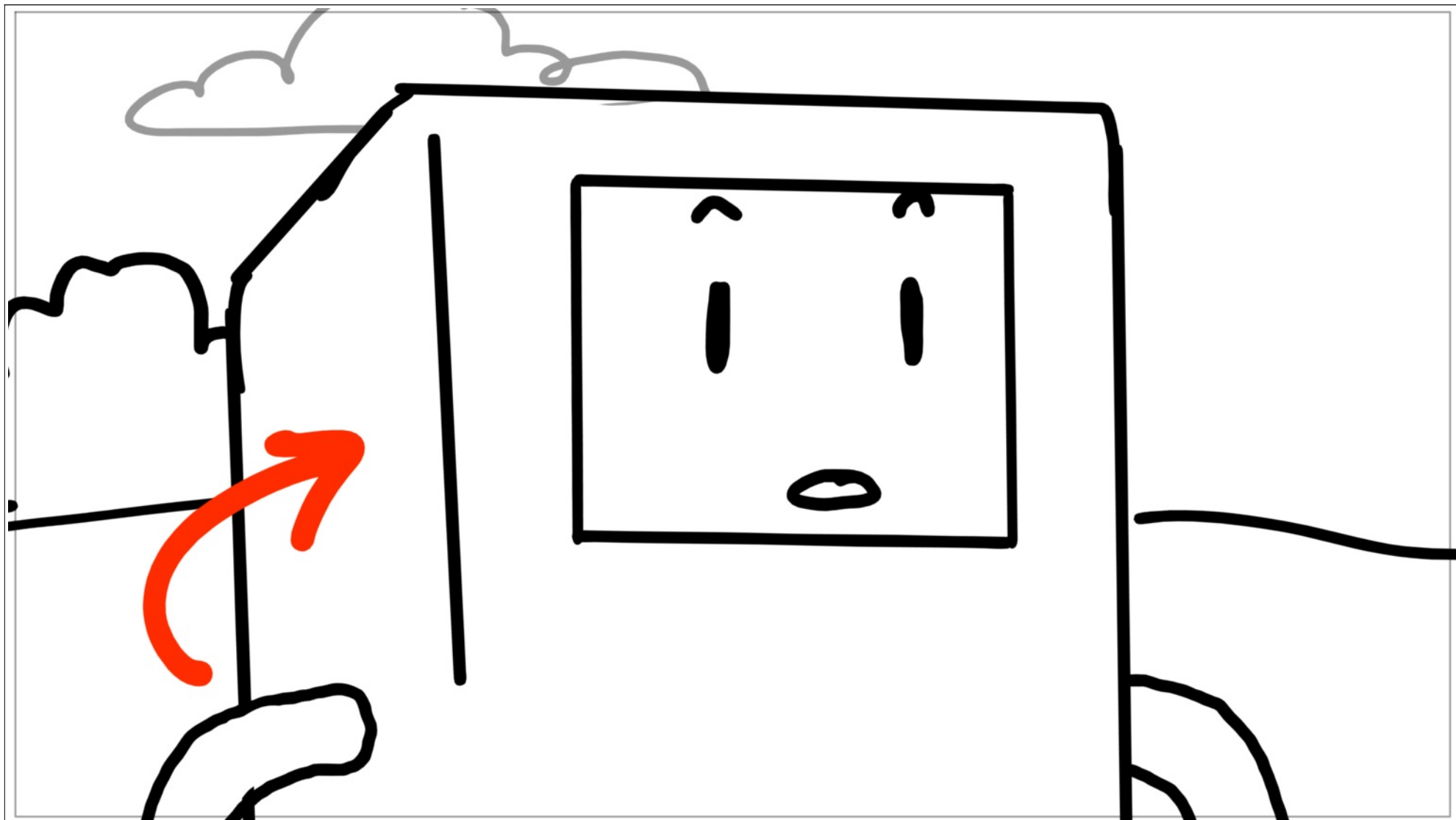


Dialog

sfx: (sound of kids playing in bg)



Scene	Duration	Panel	Duration
120	05:00	5	01:00



Action Notes  
and he turns around

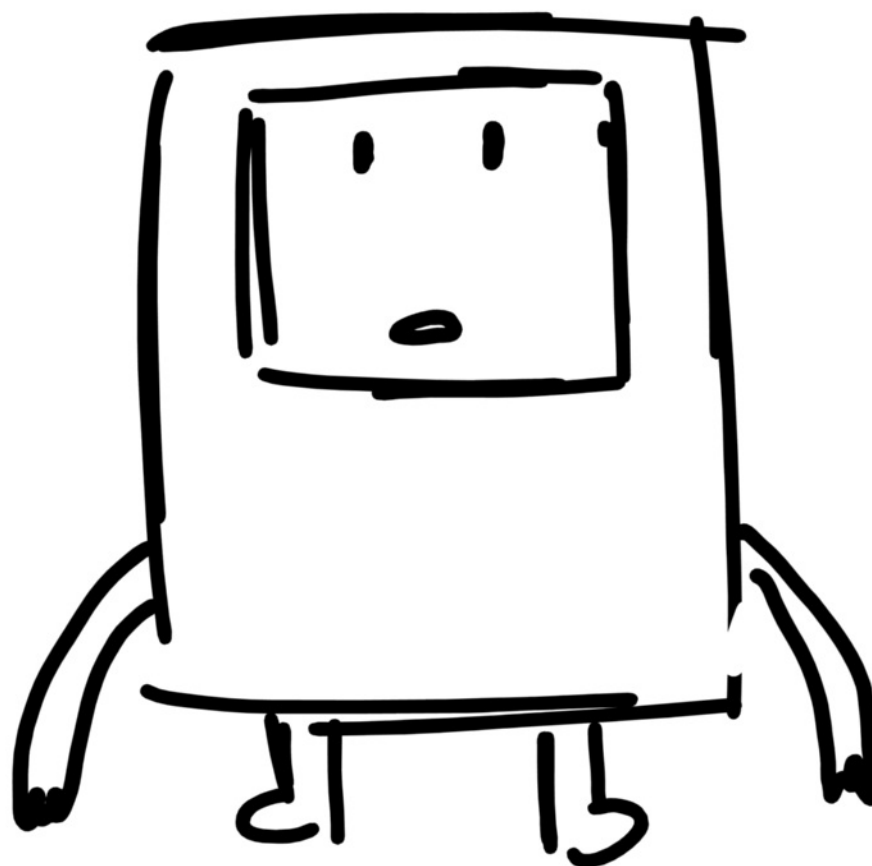
Scene	Duration	Panel	Duration
121	02:00	1	01:00



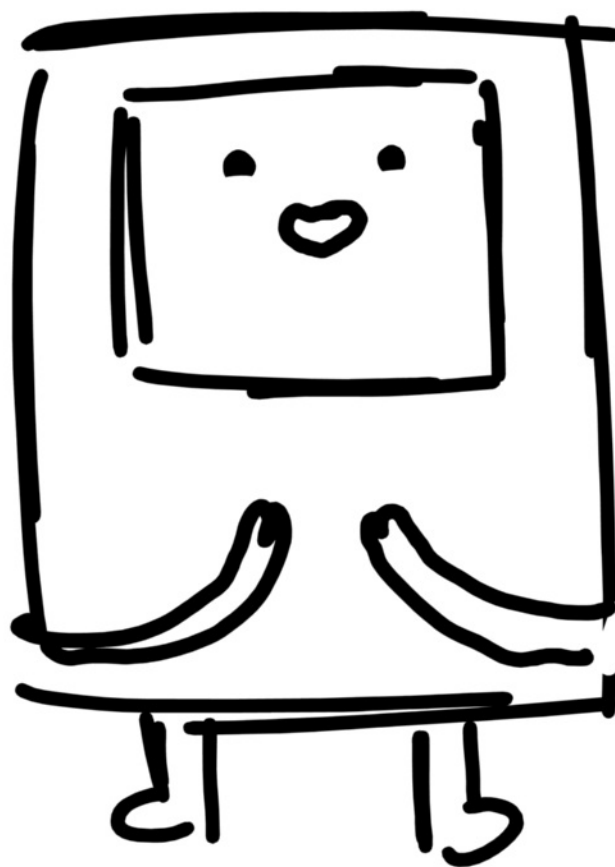
Scene	Duration	Panel	Duration
121	02:00	2	01:00



Scene	Duration	Panel	Duration
122	02:00	1	01:00



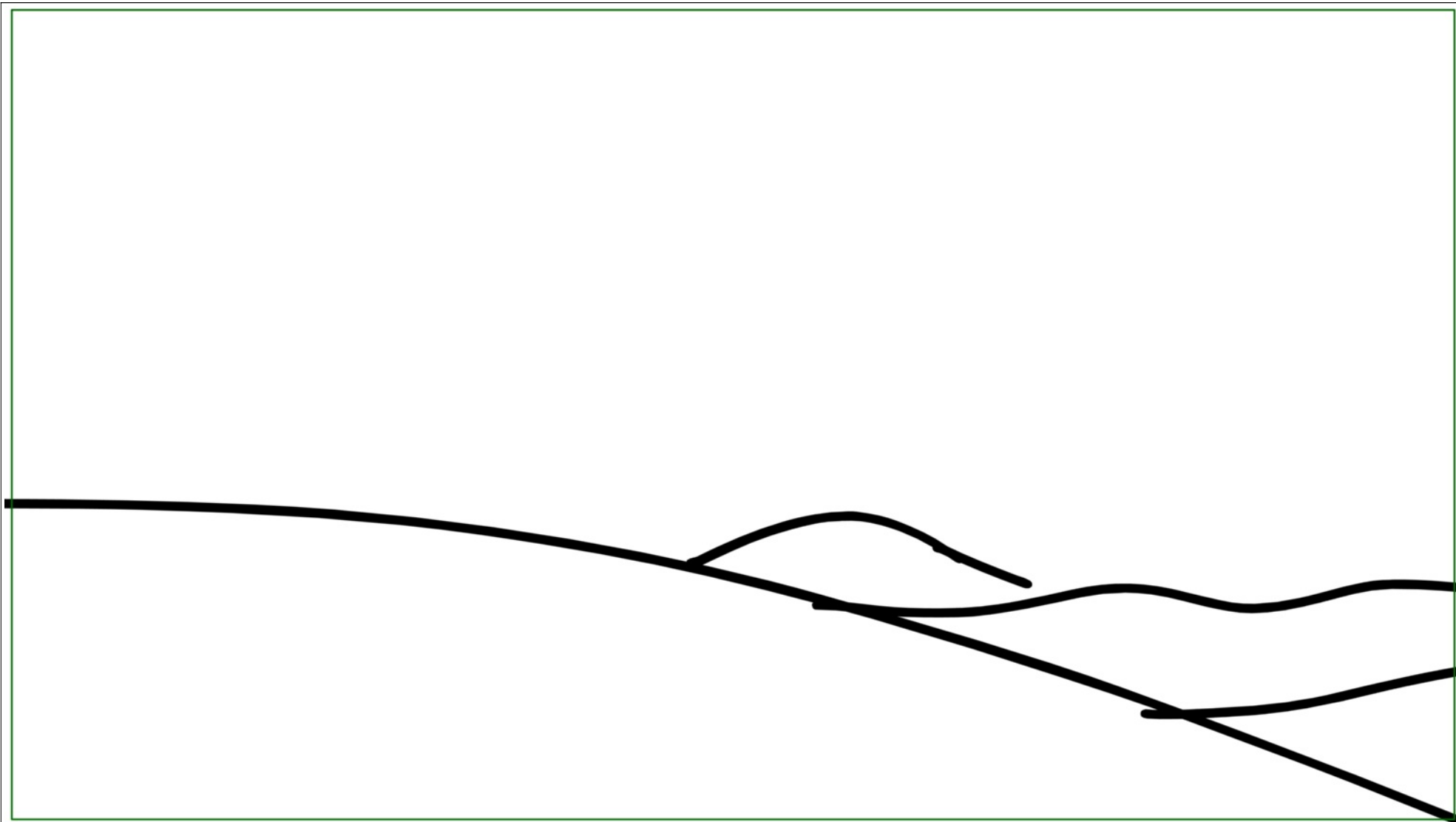
Scene	Duration	Panel	Duration
122	02:00	2	01:00



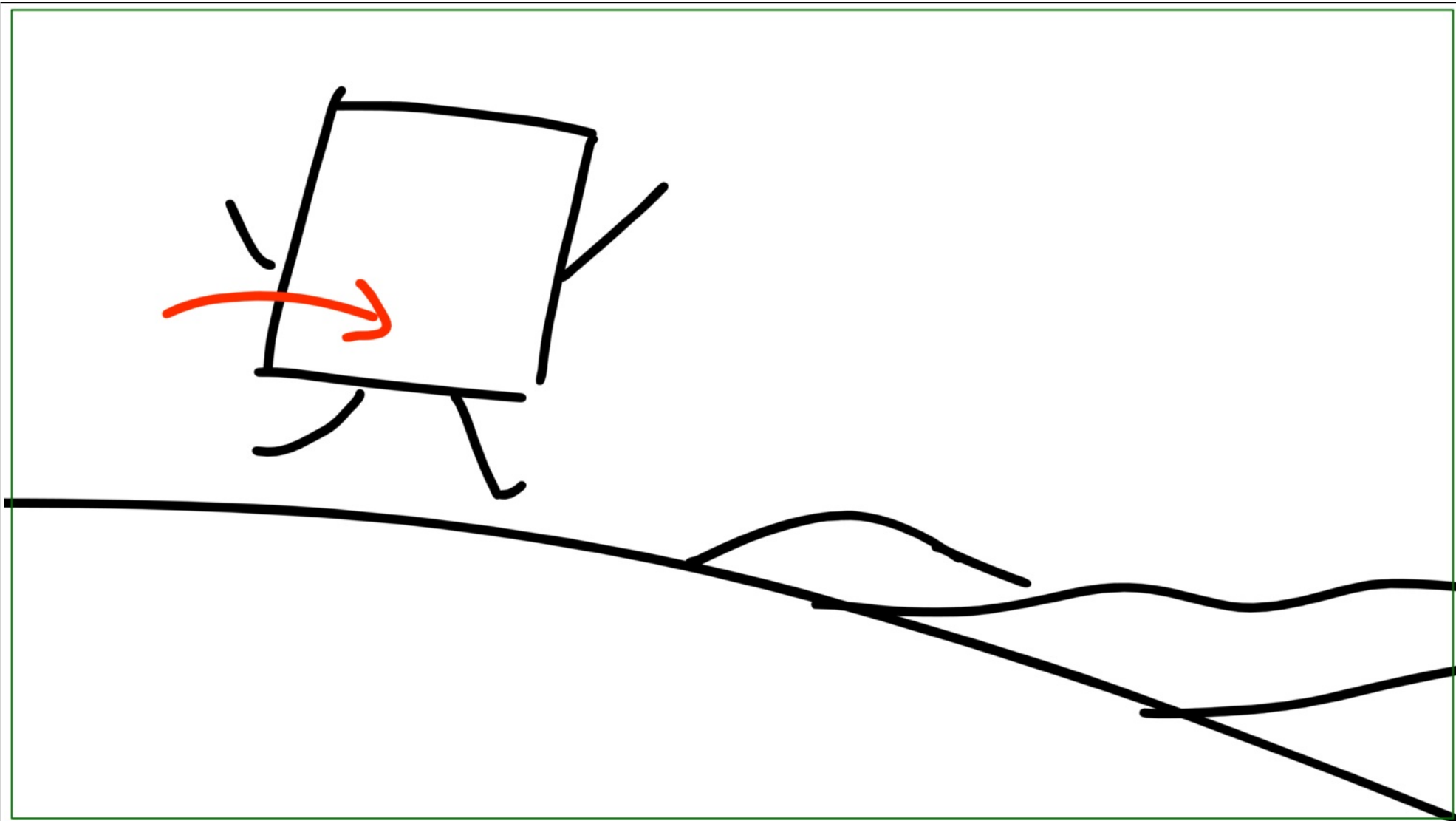
Dialog

BMO: i want to play.....!

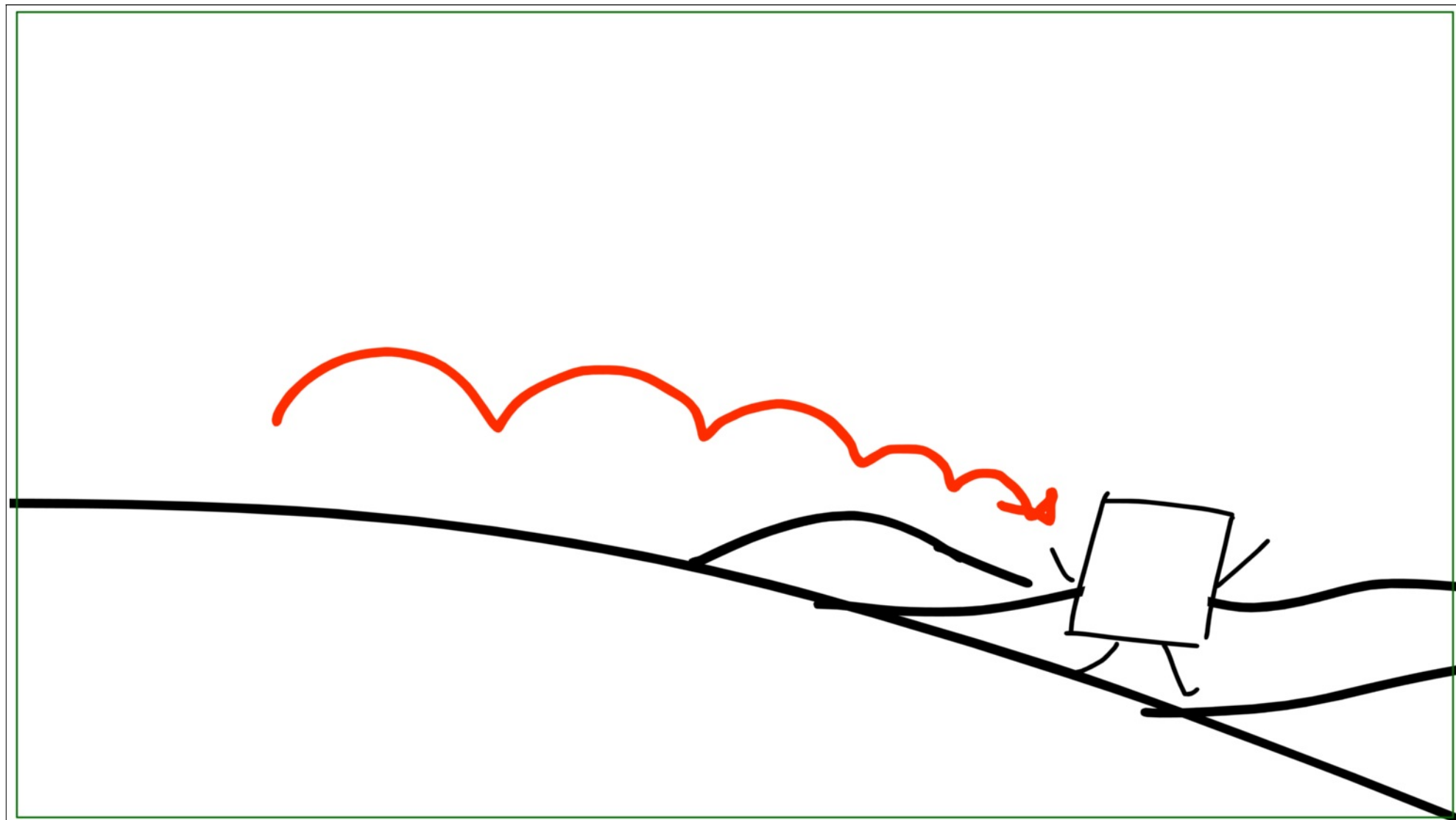
Scene	Duration	Panel	Duration
123	06:00	1	01:00



Scene	Duration	Panel	Duration
123	06:00	2	01:00

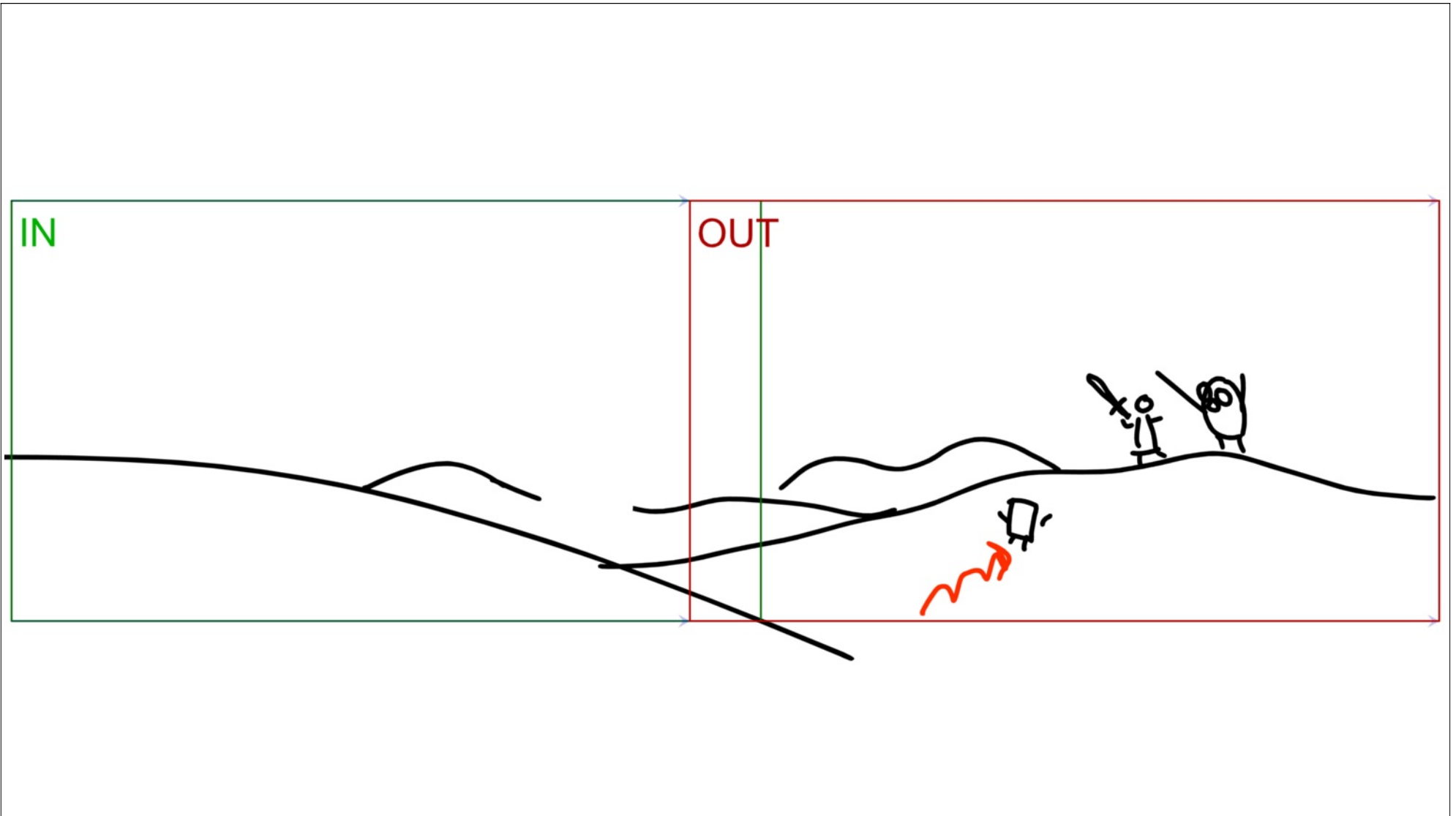


Scene	Duration	Panel	Duration
123	06:00	3	01:00

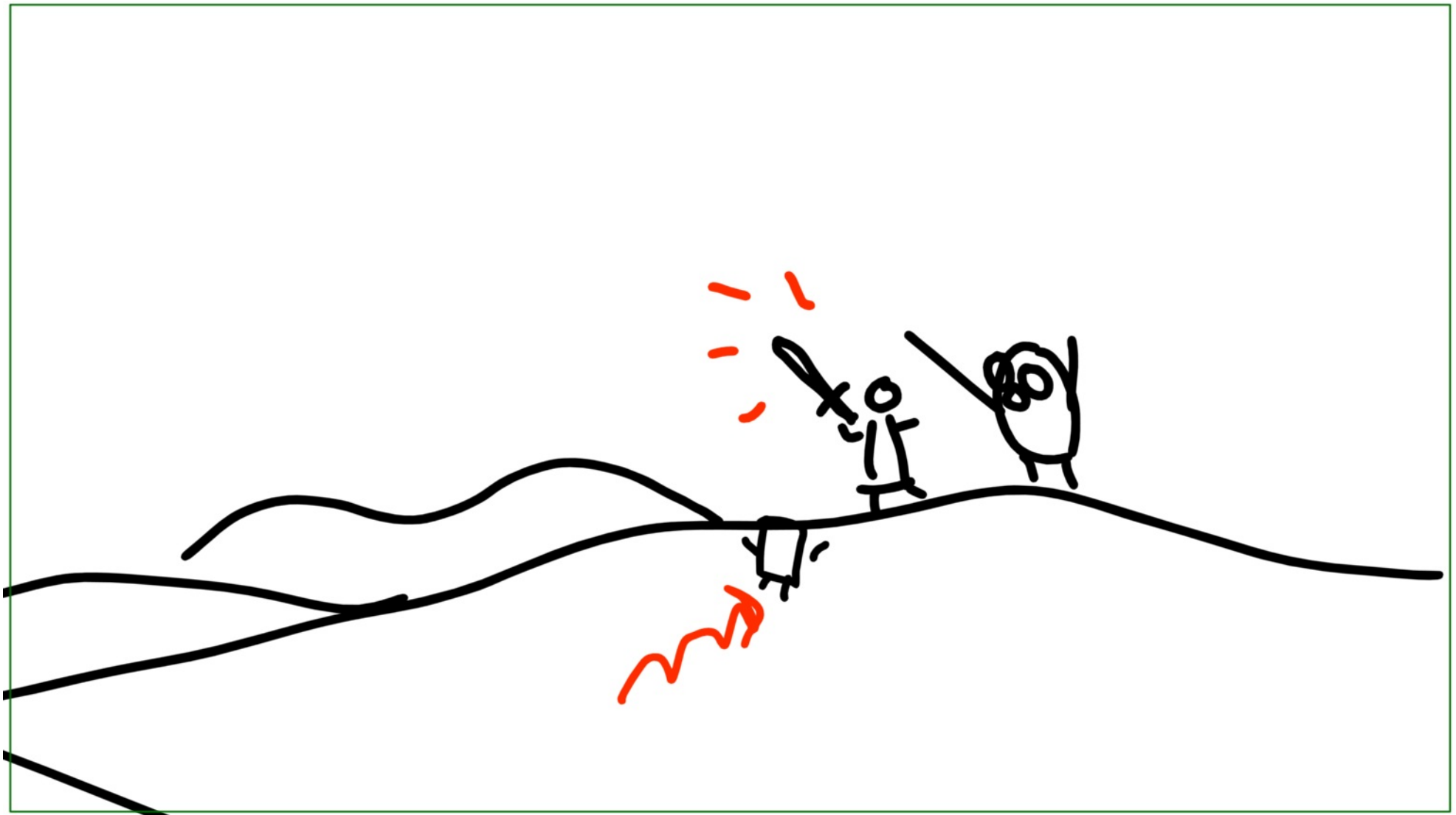




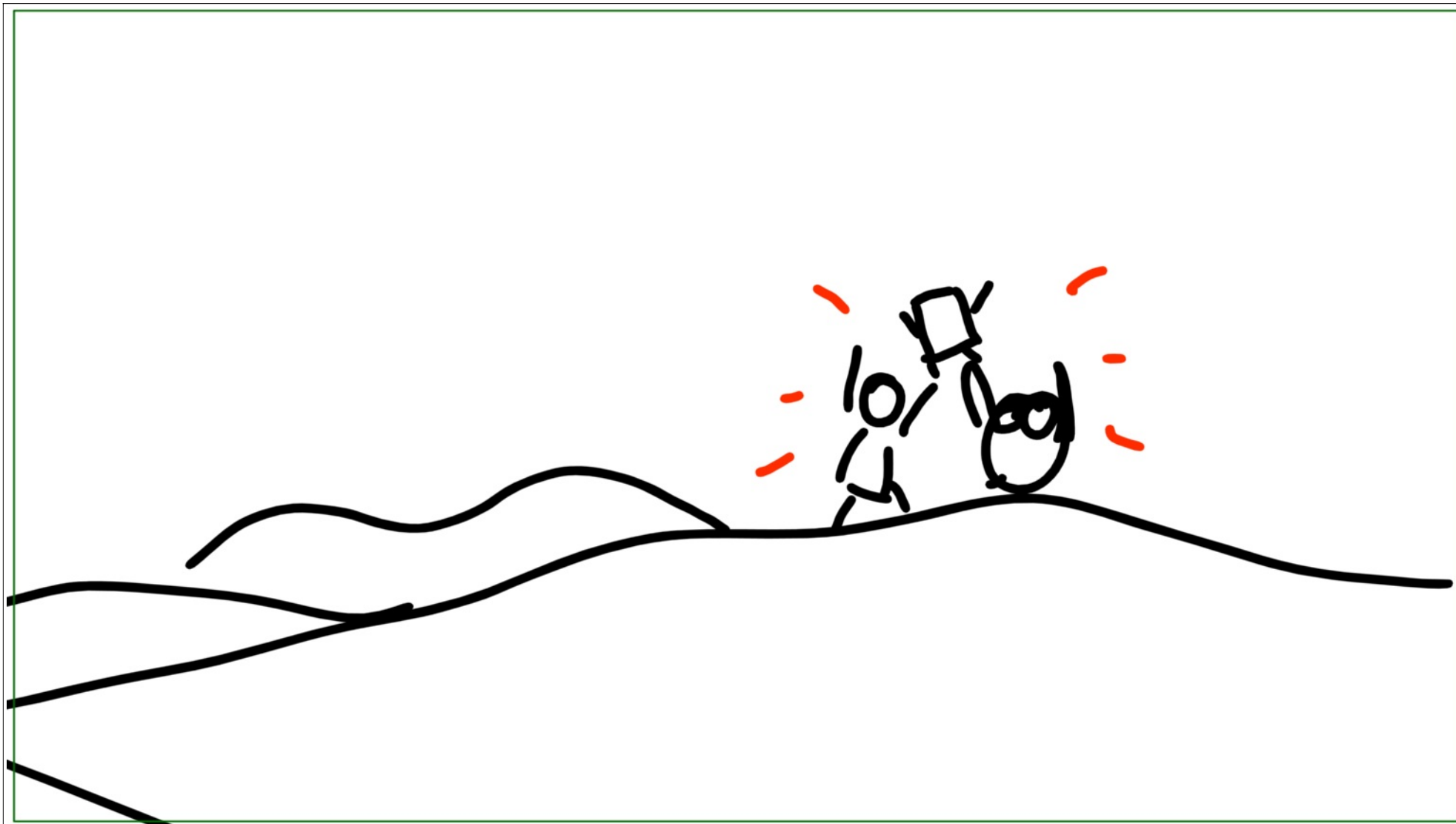
Scene	Duration	Panel	Duration
123	06:00	4	01:00



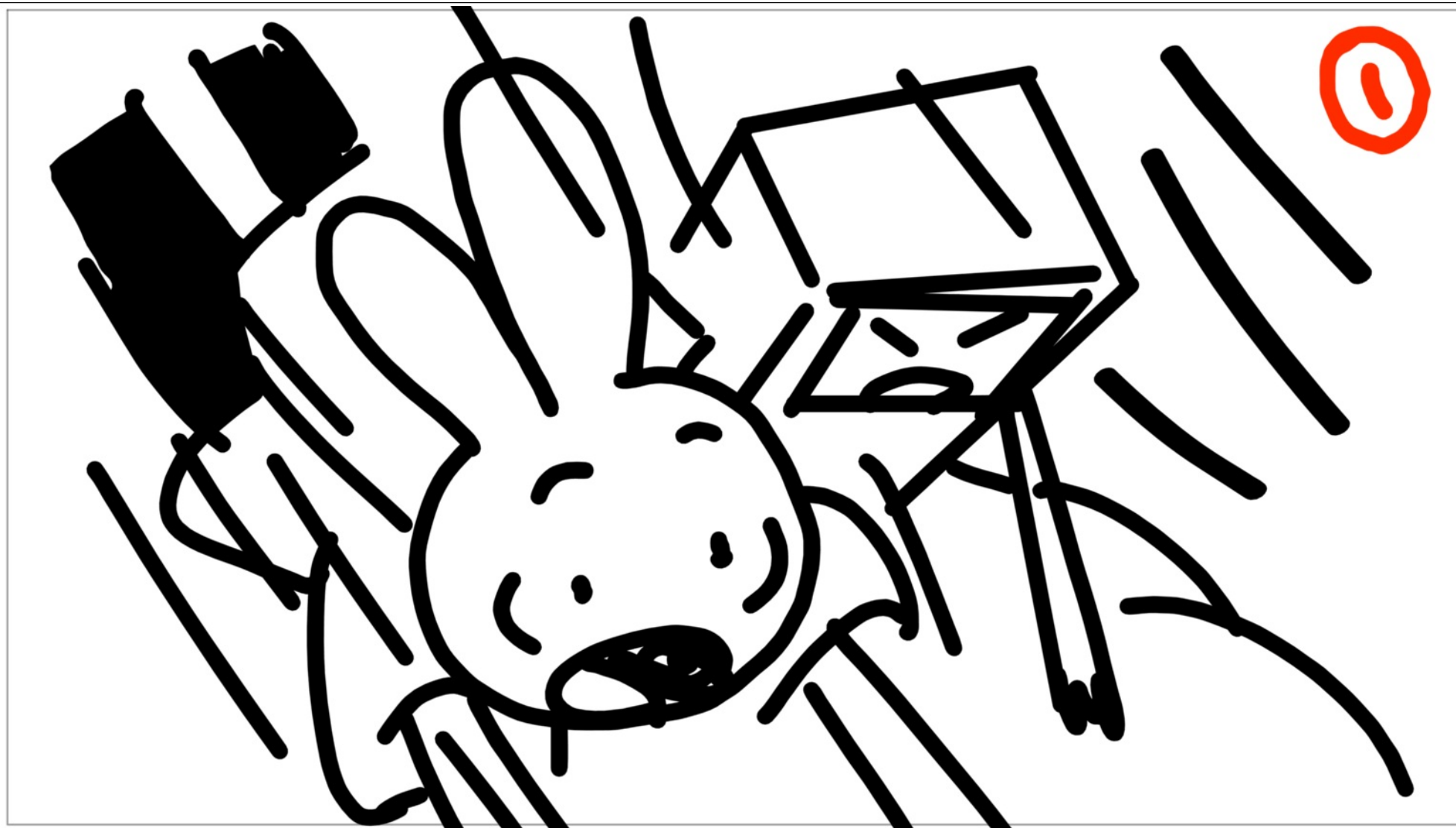
Scene	Duration	Panel	Duration
123	06:00	5	01:00



Scene	Duration	Panel	Duration
123	06:00	6	01:00



Scene	Duration	Panel	Duration
2	02:00	1	01:00



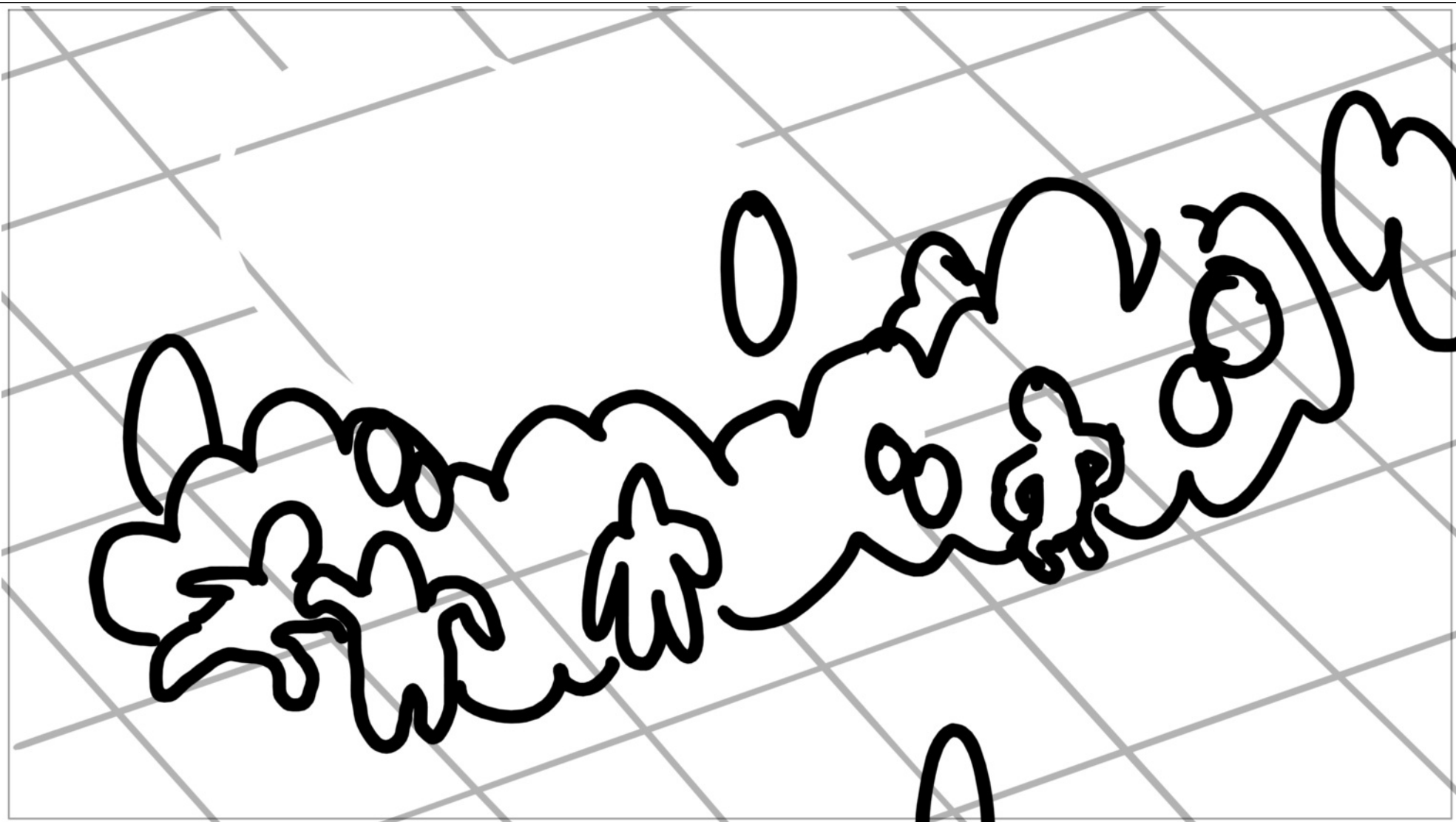
Dialog  
BMO & Y5: (shrieking)

Scene	Duration	Panel	Duration
2	02:00	2	01:00

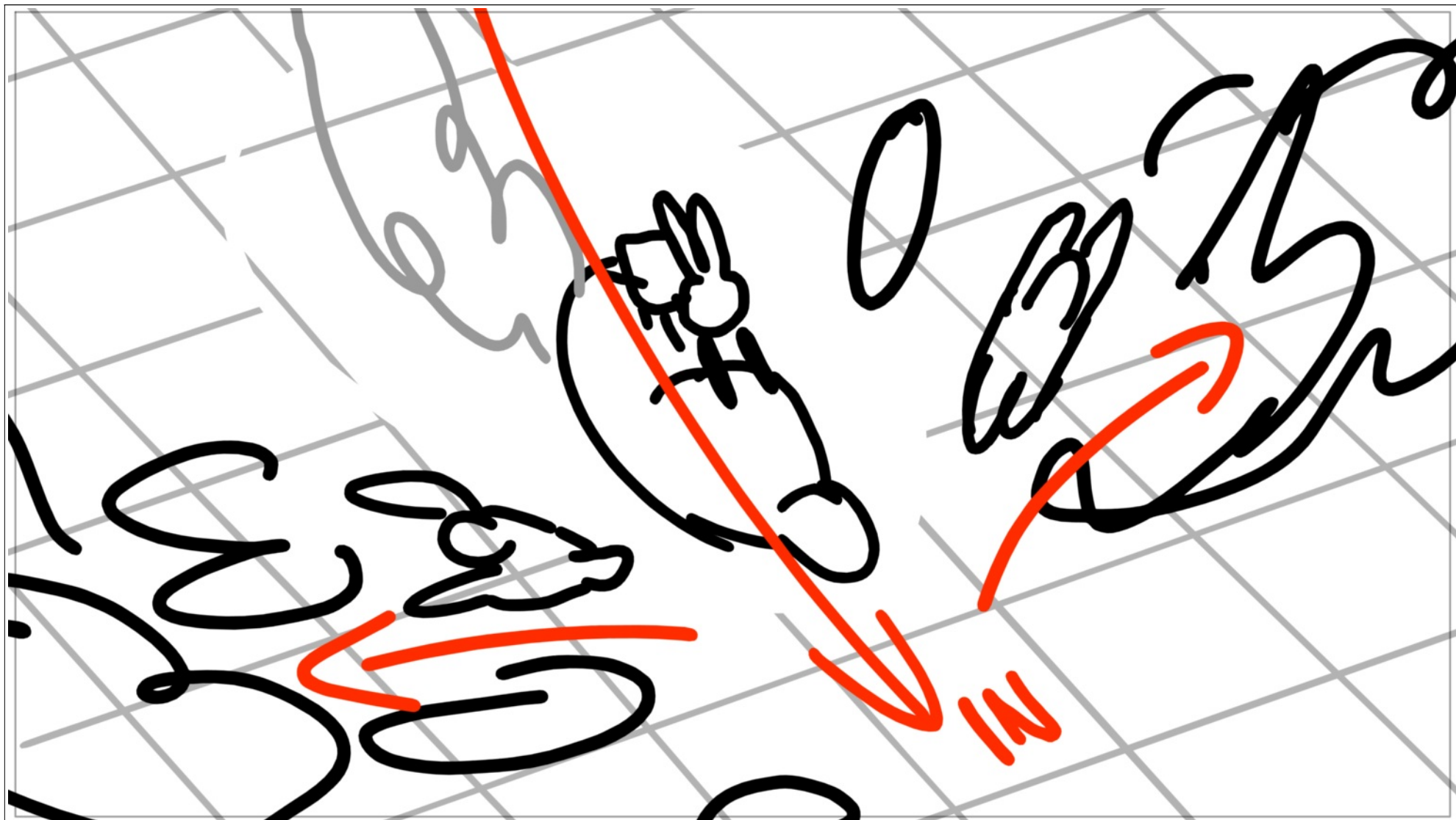


Dialog  
BMO & Y5: (shrieking)

Scene	Duration	Panel	Duration
3	06:00	1	01:00



Scene	Duration	Panel	Duration
3	06:00	2	01:00

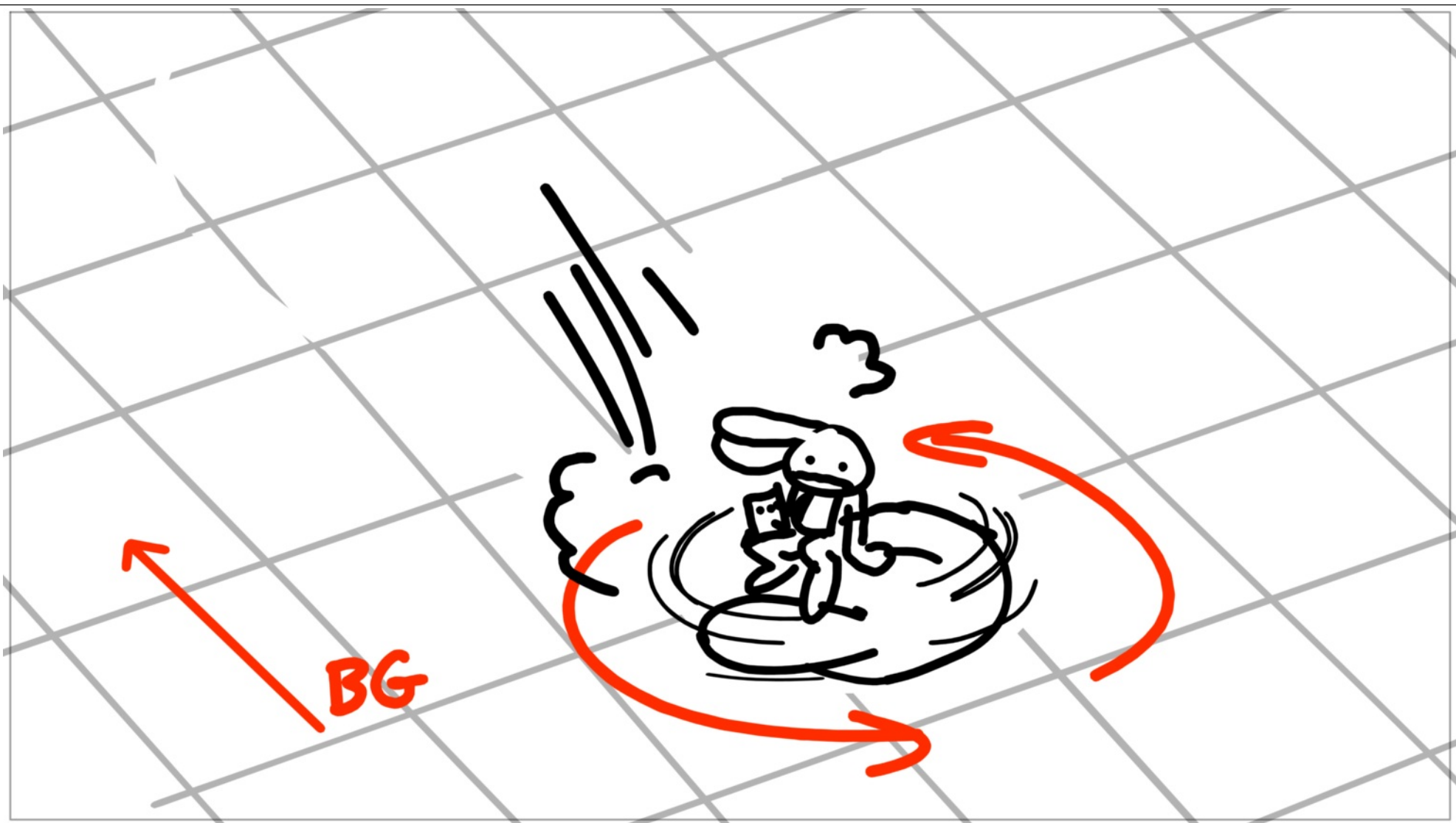


Action Notes

Crowd dives out of the way and Y5/BMO/Ricky come crash landing in



Scene	Duration	Panel	Duration
3	06:00	3	01:00

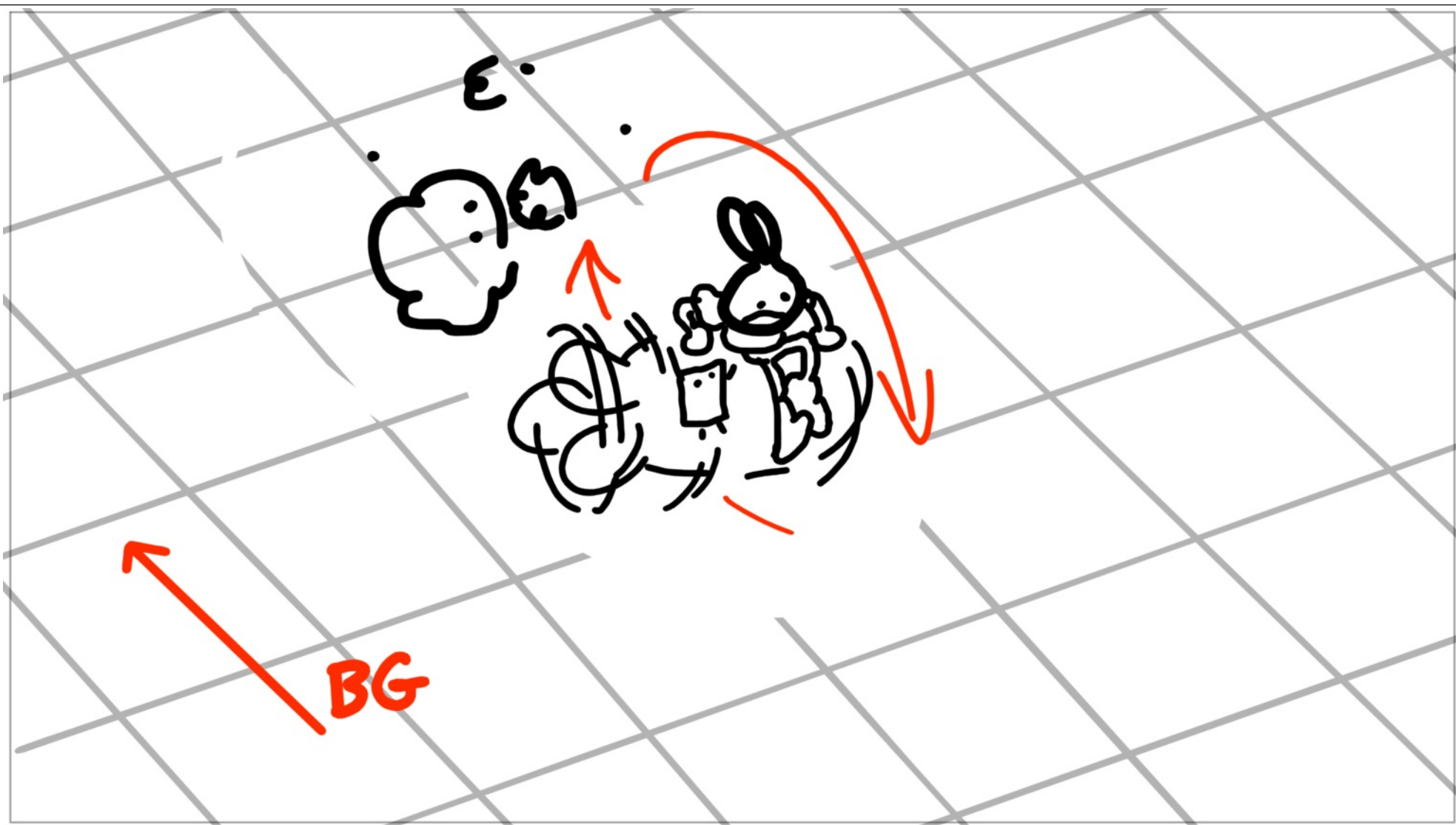


#### Action Notes

Ricky spins out and we see some antics of Y5/BMO trying not to fall off



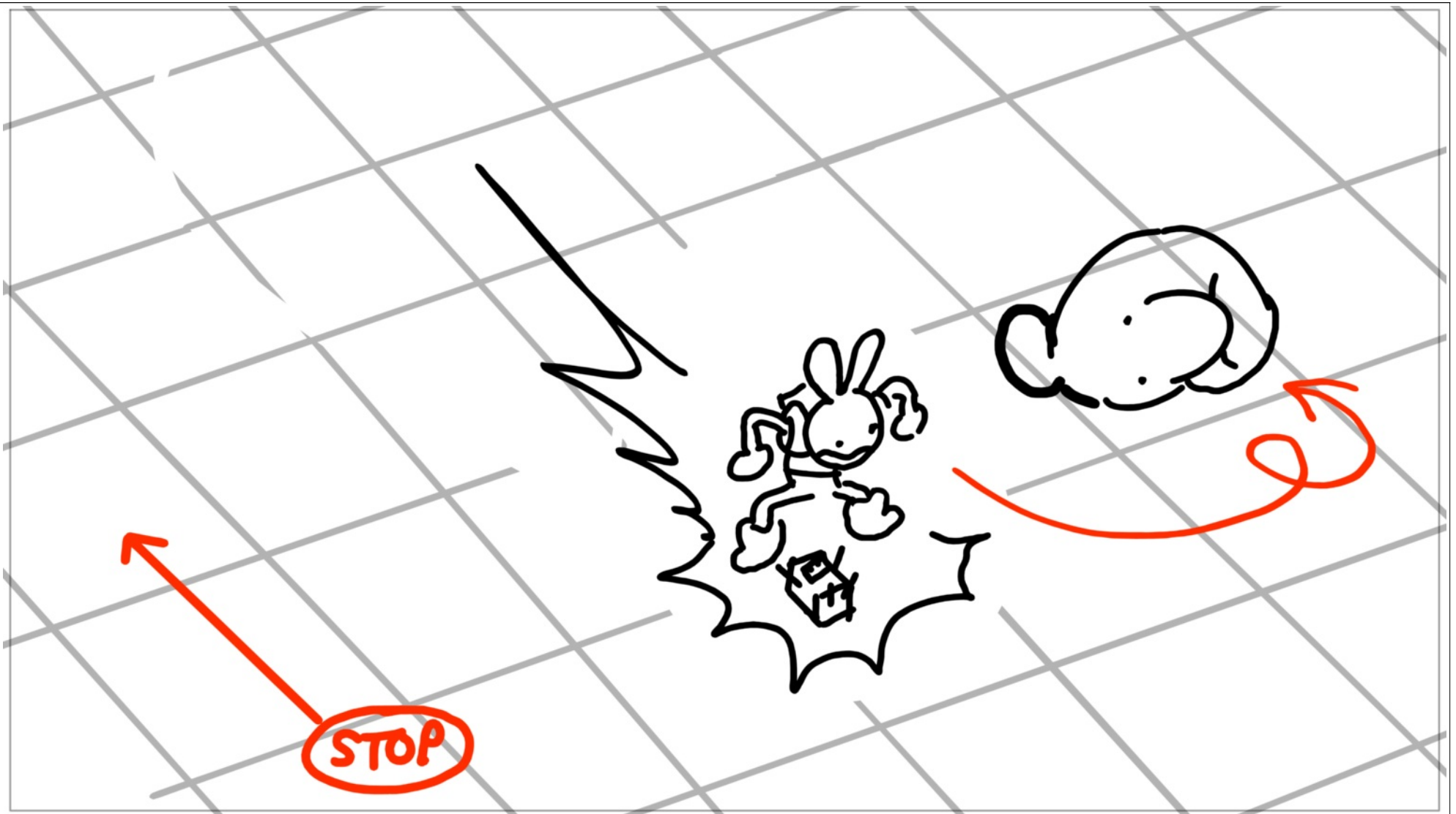
Scene	Duration	Panel	Duration
3	06:00	4	01:00



Action Notes

Ricky spins out and we see some antics of Y5/BMO trying not to fall off

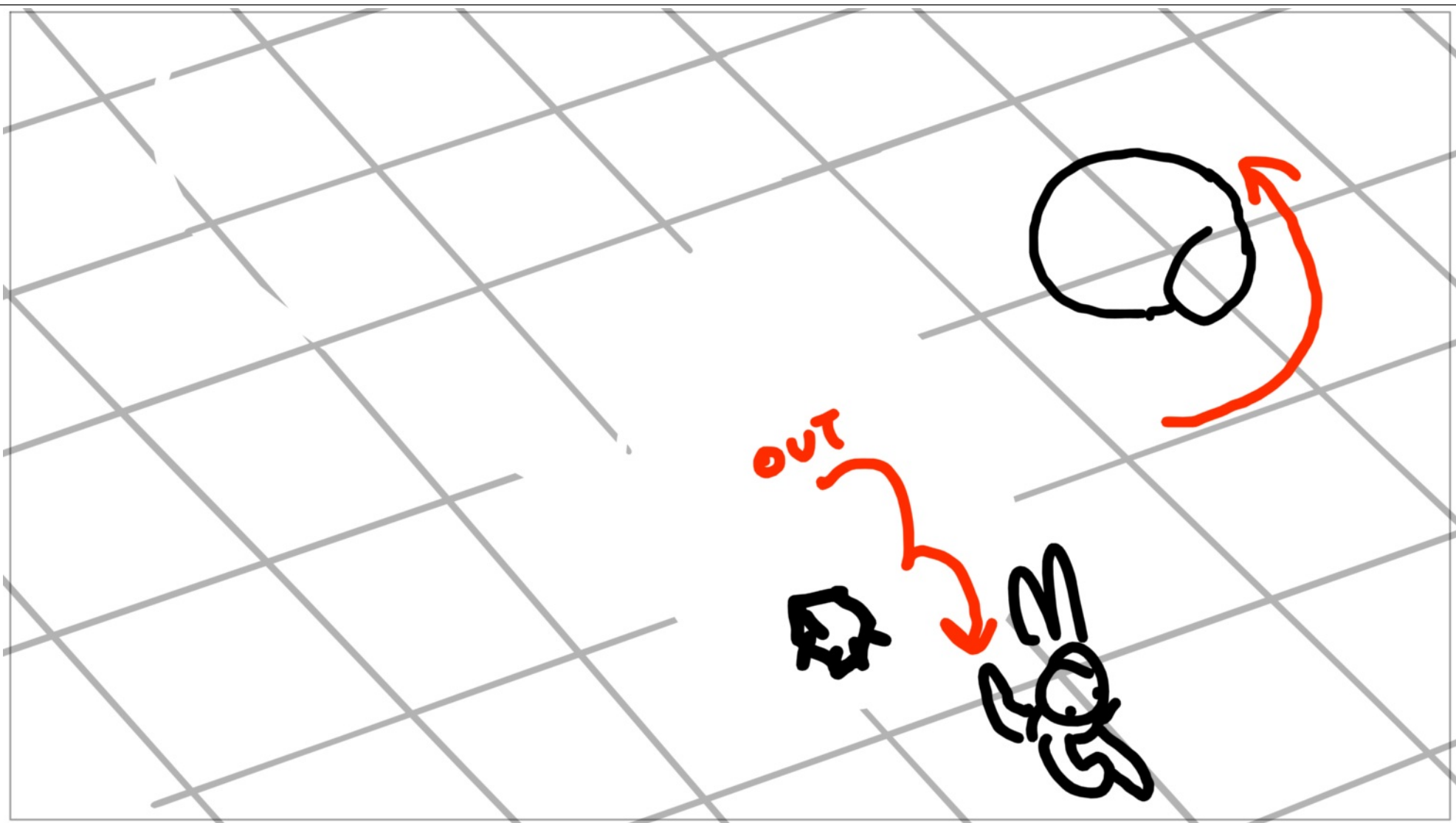
Scene	Duration	Panel	Duration
3	06:00	5	01:00



Action Notes

Ricky spins off and Y5/BMO land safely

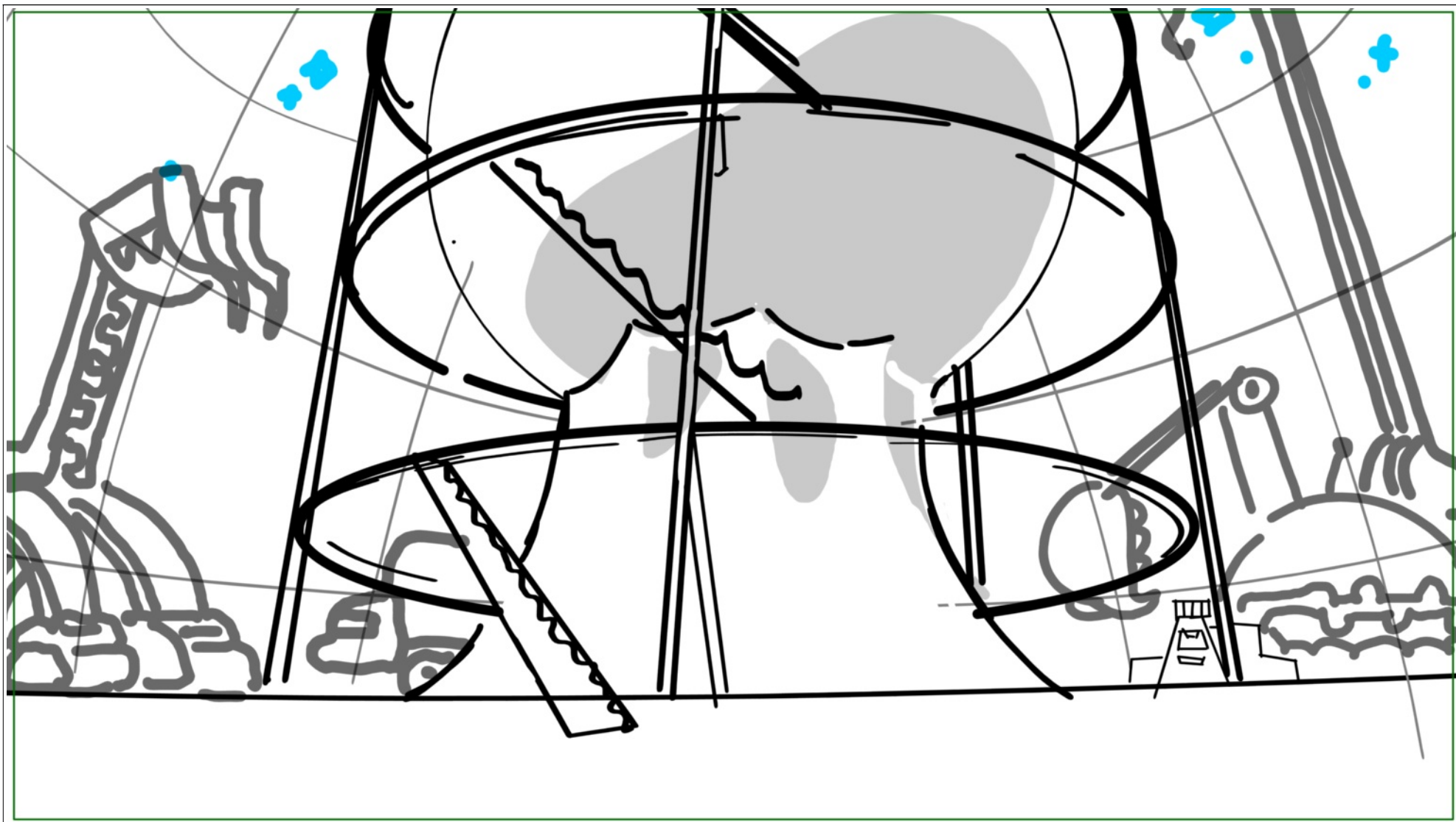
Scene	Duration	Panel	Duration
3	06:00	6	01:00



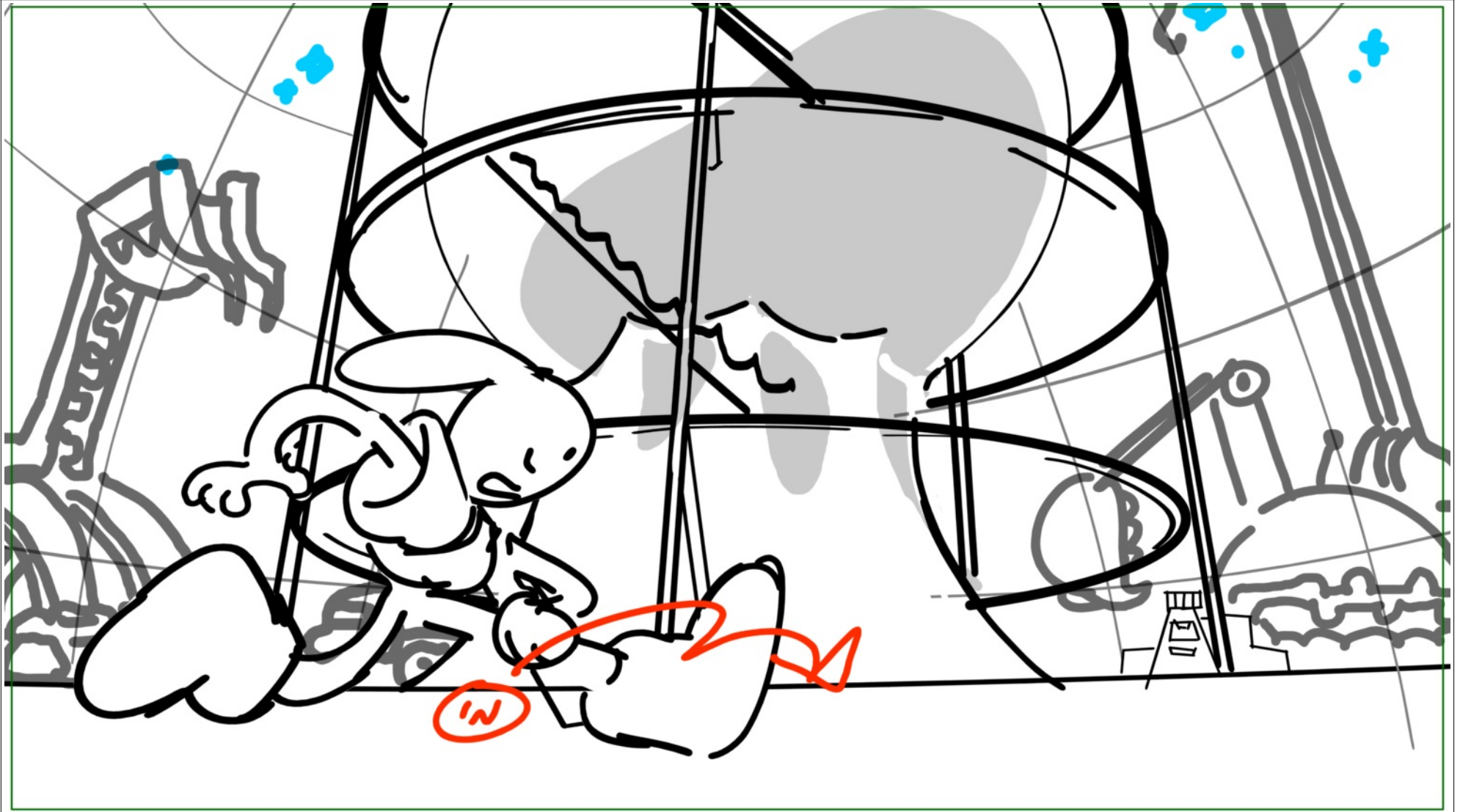
Action Notes

BMO remains while Y5 run o/s

Scene	Duration	Panel	Duration
4	06:23	1	01:00

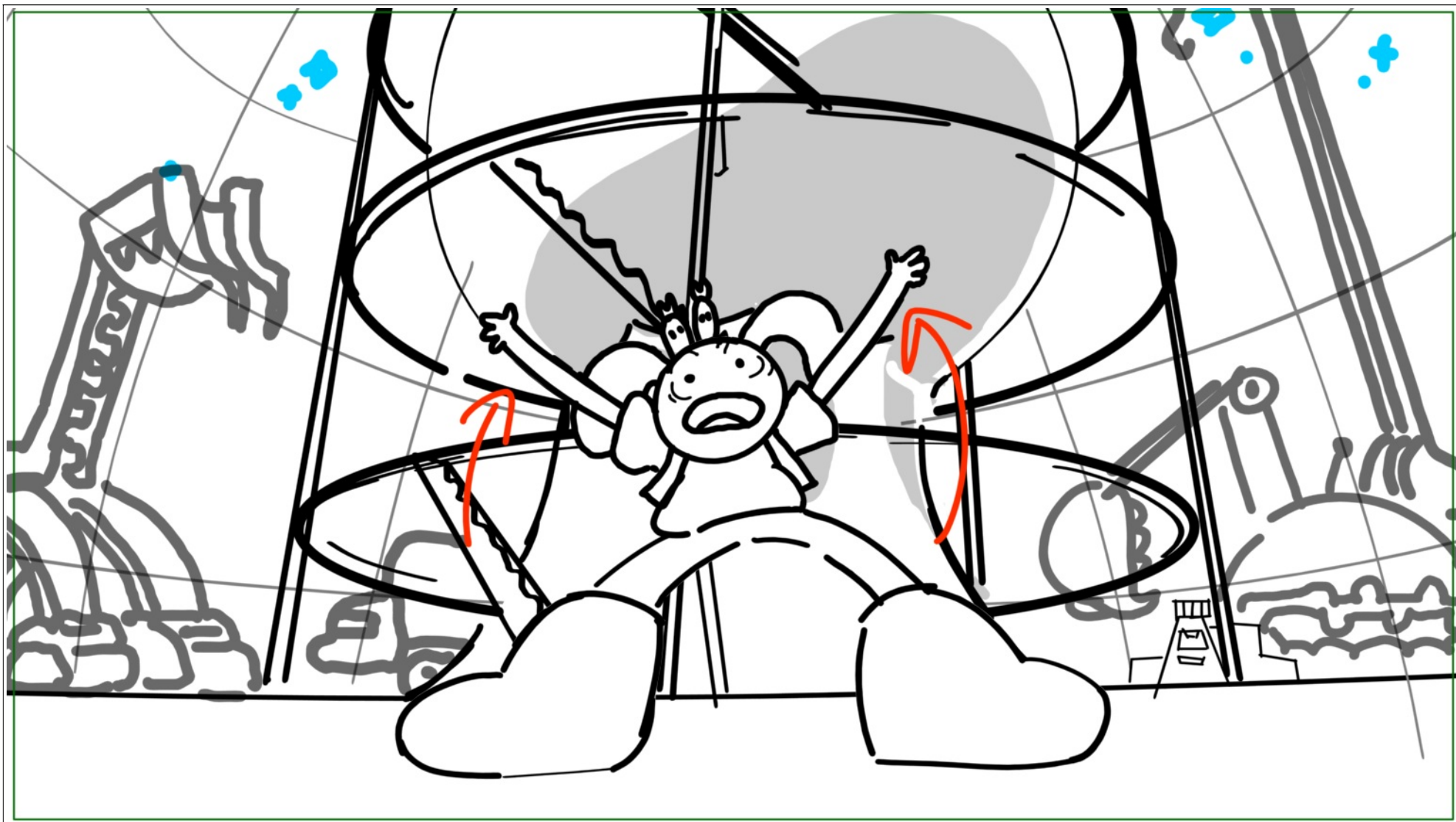


Scene	Duration	Panel	Duration
4	06:23	2	01:00





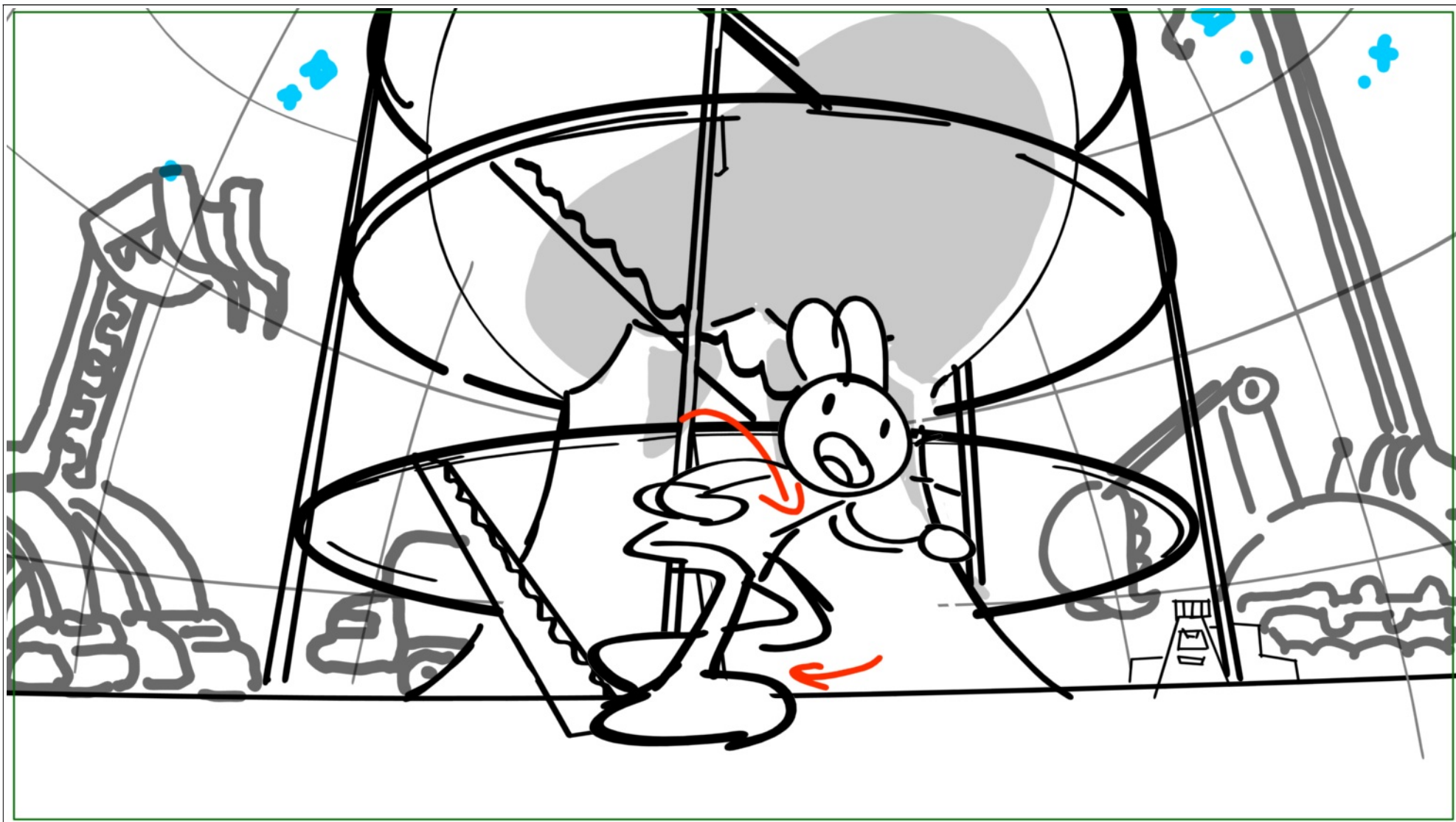
Scene	Duration	Panel	Duration
4	06:23	3	01:00



Dialog

Y5: everyone, WAIT!!!

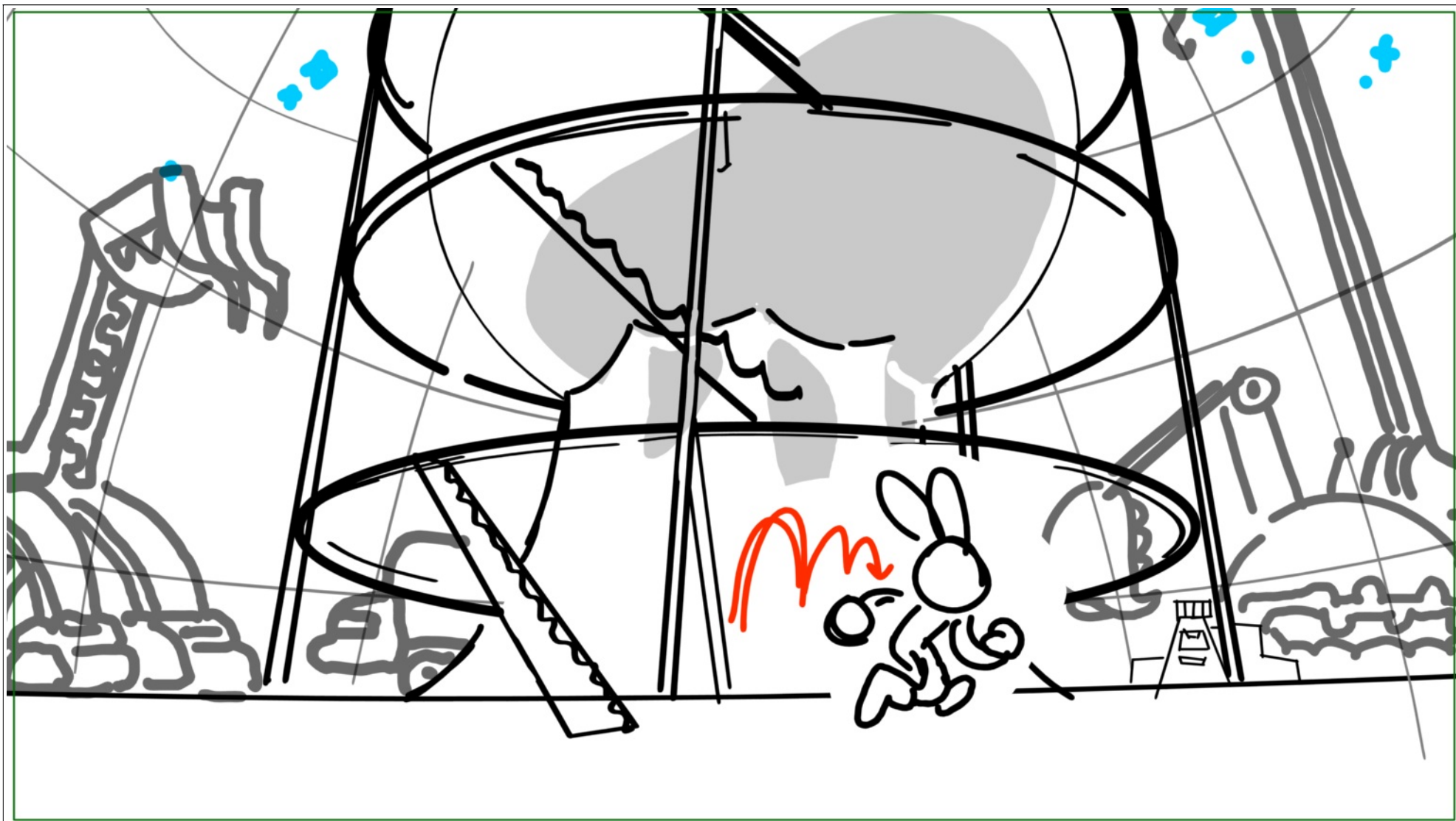
Scene	Duration	Panel	Duration
4	06:23	4	01:00



Dialog

Y5: There's proof that Hugo is up to something weird!!

Scene	Duration	Panel	Duration
	4	06:23	5
			01:00

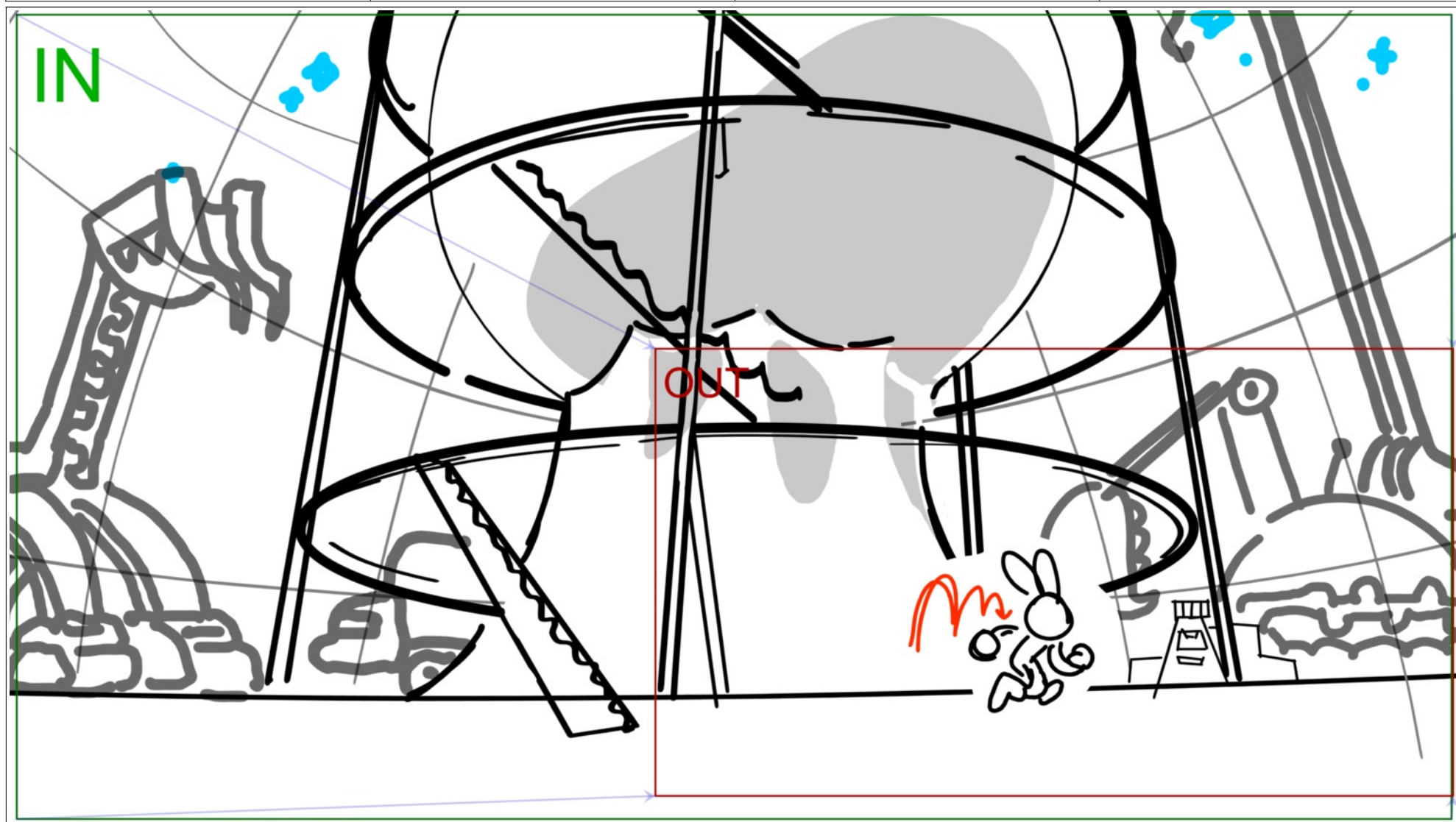


### Dialog

Y5: There's proof that Hugo is up to something weird!!



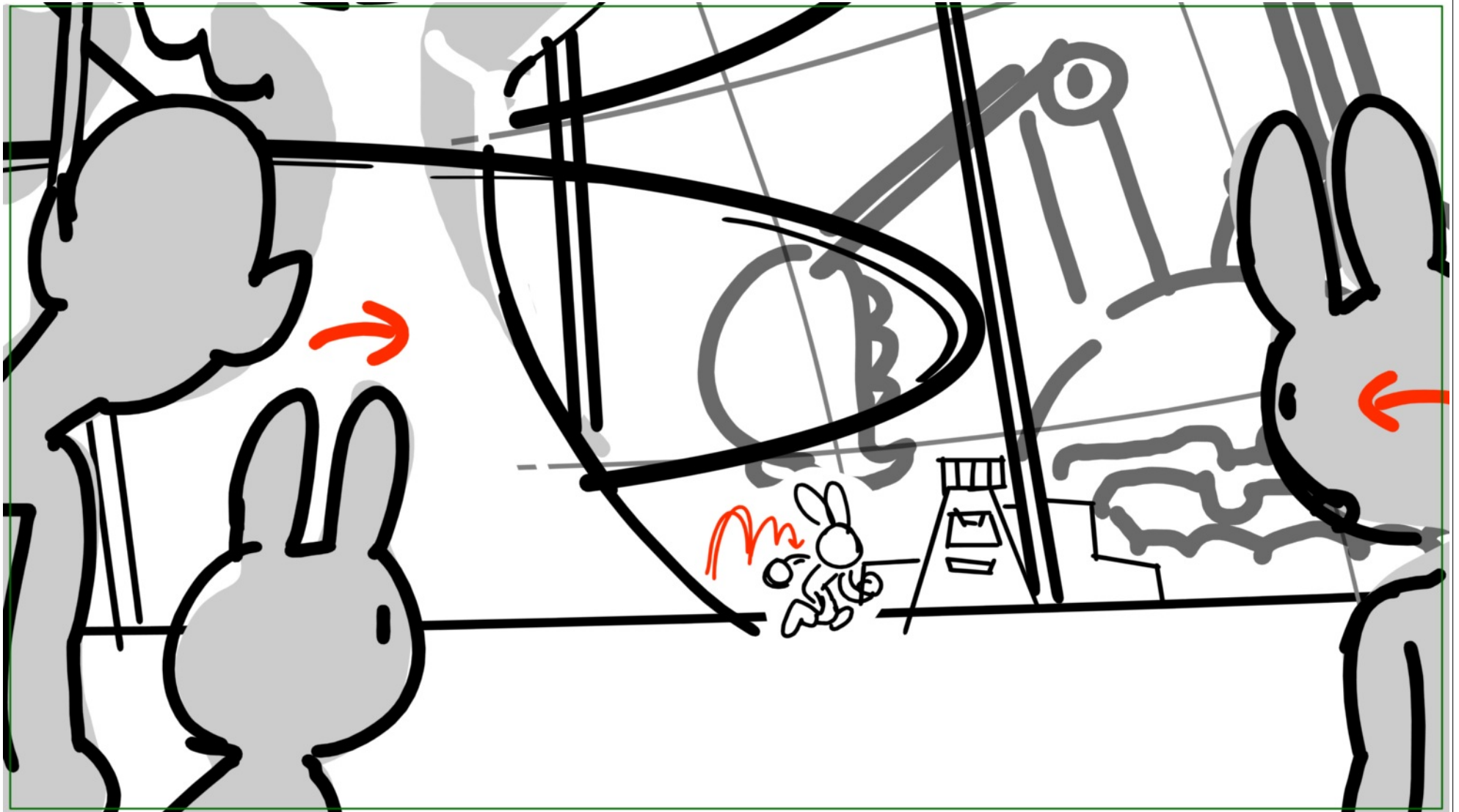
Scene	Duration	Panel	Duration
4	06:23	6	00:23



Dialog

Y5: There's proof that Hugo is up to something weird!!

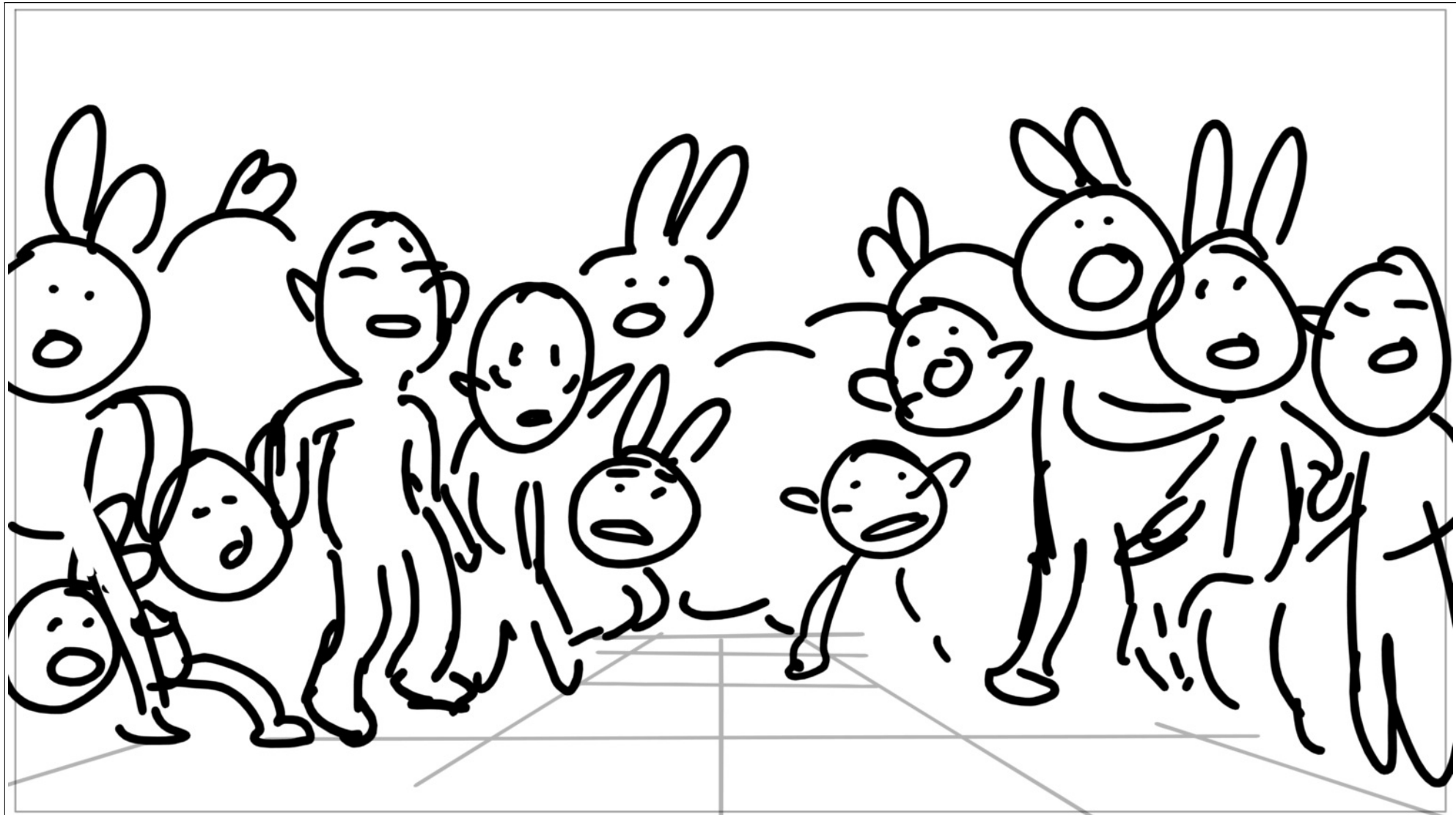
Scene	Duration	Panel	Duration
4	06:23	7	01:00



Dialog

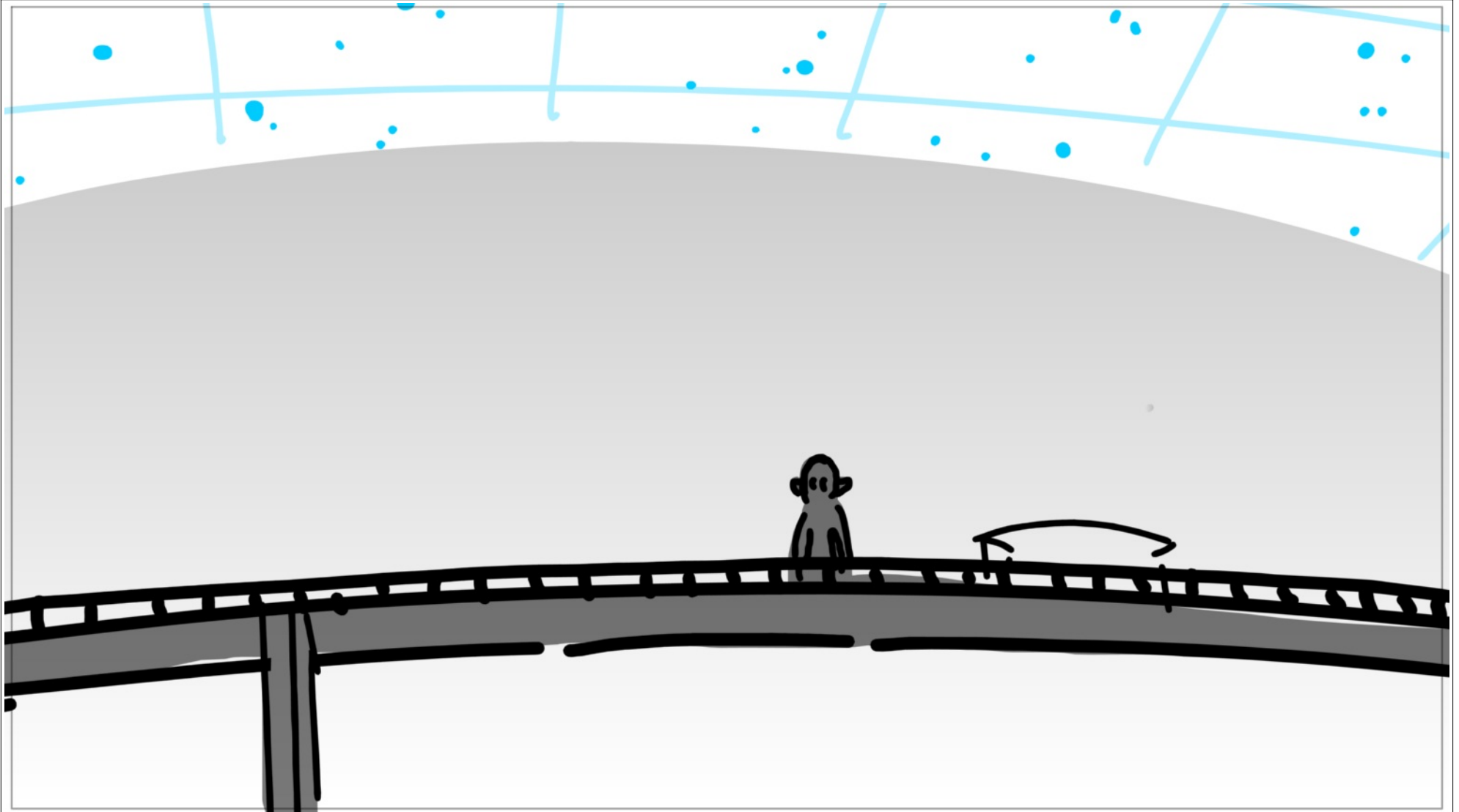
Y5: There's proof that Hugo is up to something weird!!

Scene	Duration	Panel	Duration
5	01:00	1	01:00



Dialog  
 sfx: [walla-- "what's going on???" "is that true?" "hugo wouldn't do this...." "you can't just say stuff like that!!" "how dare you!" "oh no..." etc]

Scene	Duration	Panel	Duration
6	01:00	1	01:00



**Dialog**  
 sfx: [walla in bg-- "what's going on???" "is that true?" "hugo wouldn't do this...." "you can't just say stuff like that!!" "how dare you!" "oh no..." etc]

Scene	Duration	Panel	Duration
7	03:00	1	01:00



Dialog

sfx: [same cries, but noticeably muted]

Scene	Duration	Panel	Duration
7	03:00	2	01:00



Dialog

sfx: [same cries, but noticeably muted]

Scene	Duration	Panel	Duration
7	03:00	3	01:00

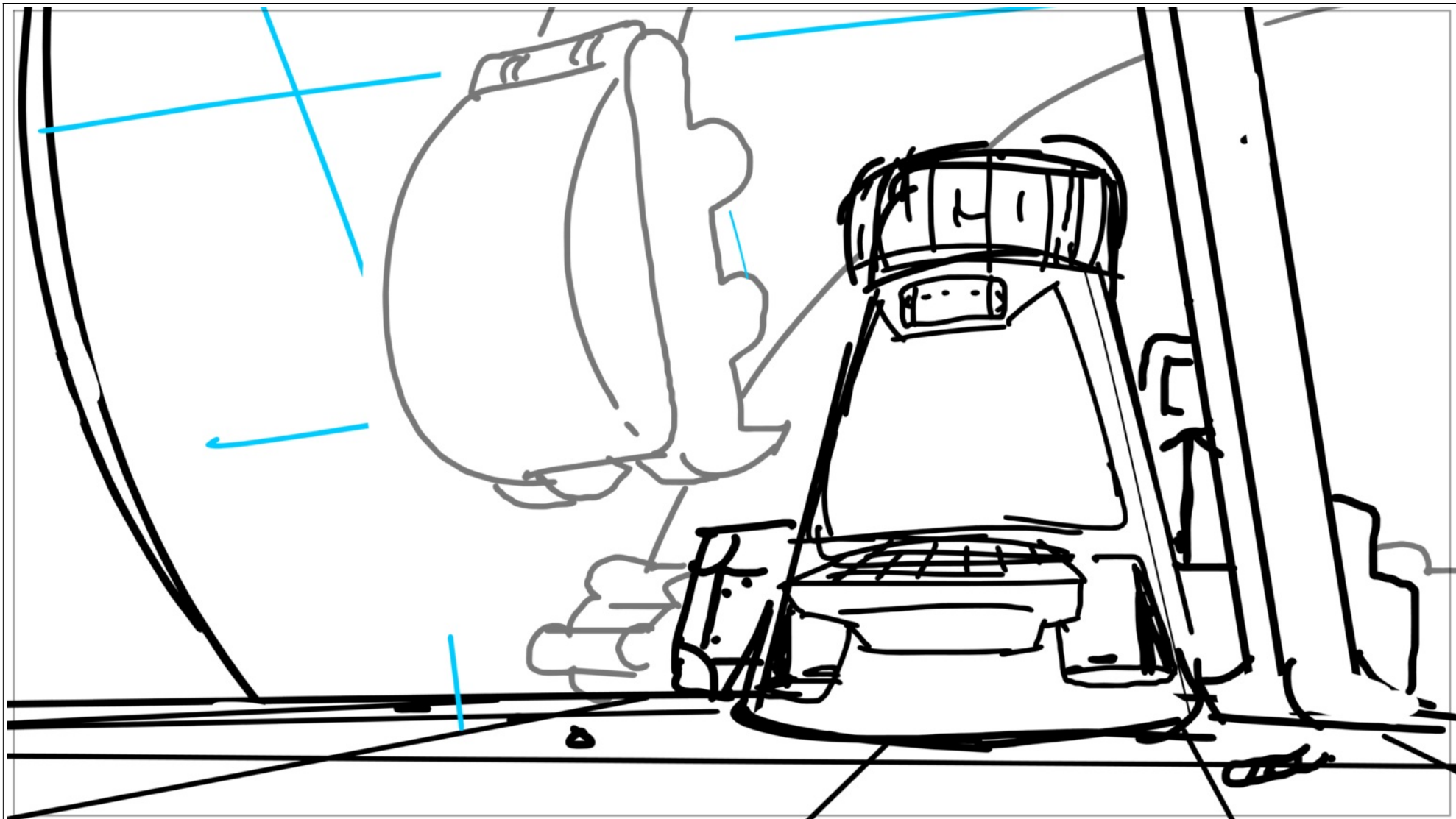


Dialog

sfx: [same cries, but noticeably muted]



Scene	Duration	Panel	Duration
8	14:00	1	01:00

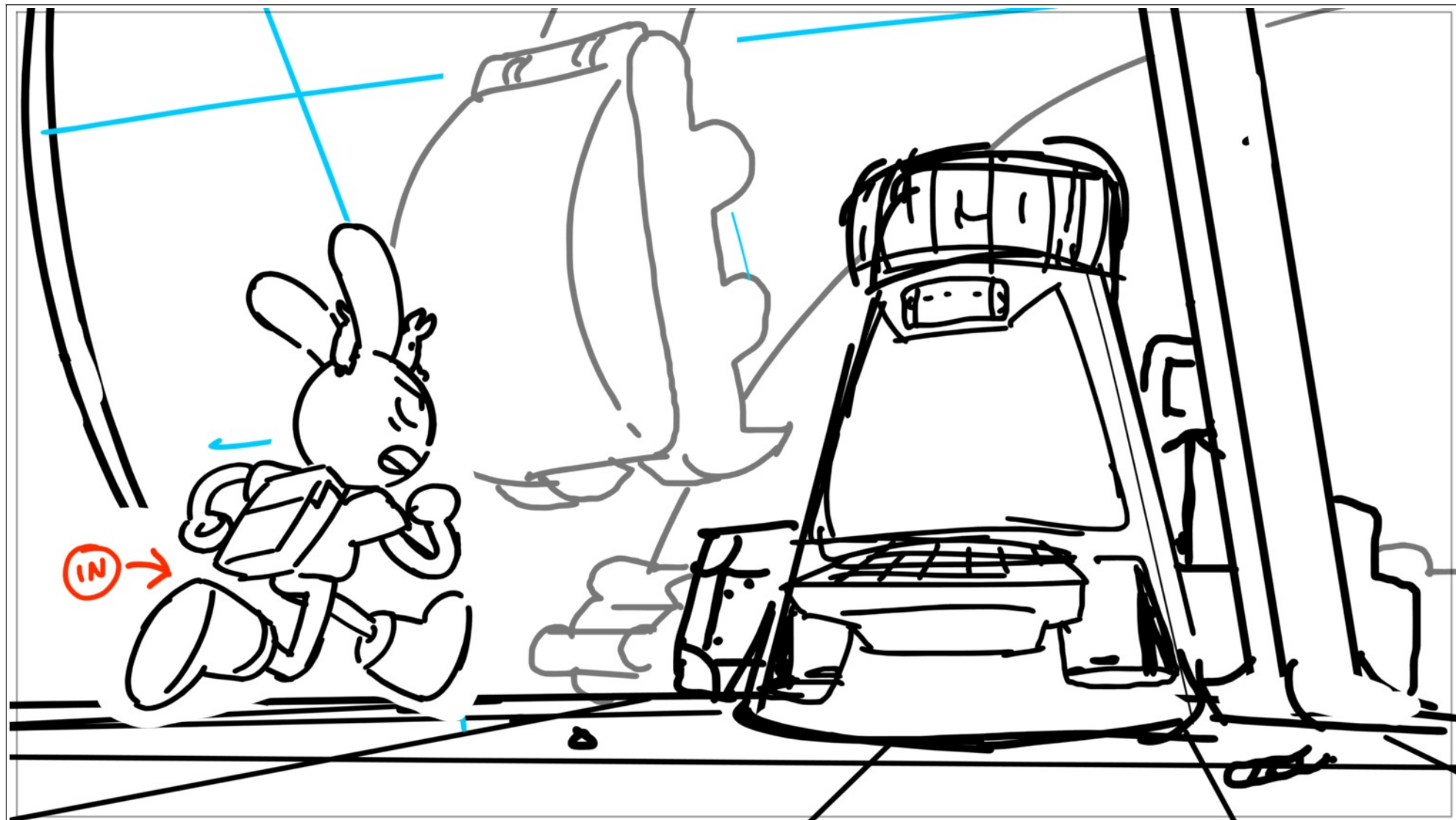


Action Notes

Loot Sisters are watching on a scaffold in the BG

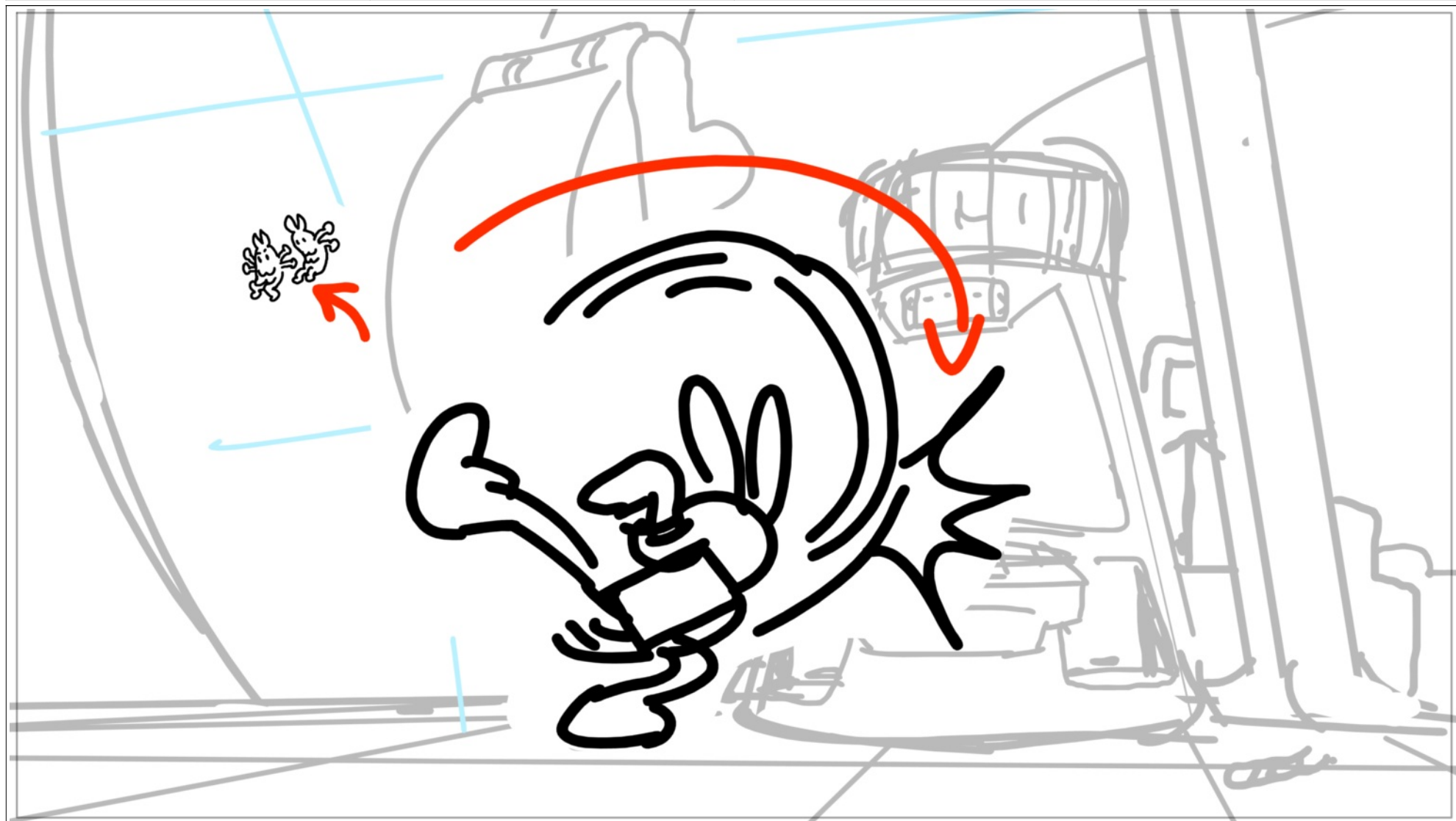


Scene	Duration	Panel	Duration
8	14:00	2	01:00



Action Notes  
Y5 runs onscreen

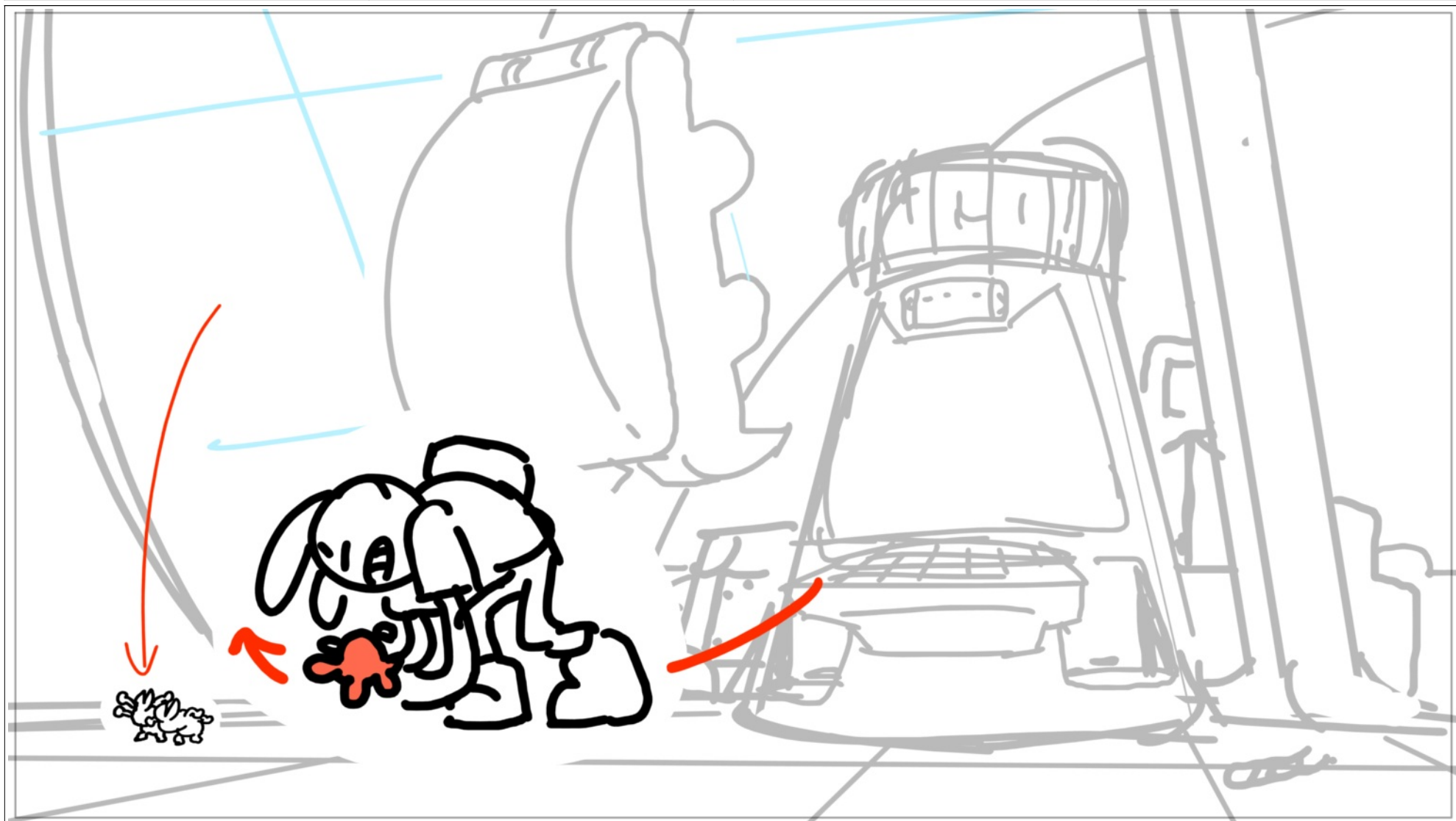
Scene	Duration	Panel	Duration
8	14:00	3	01:00



Dialog

sfx: [thwap]

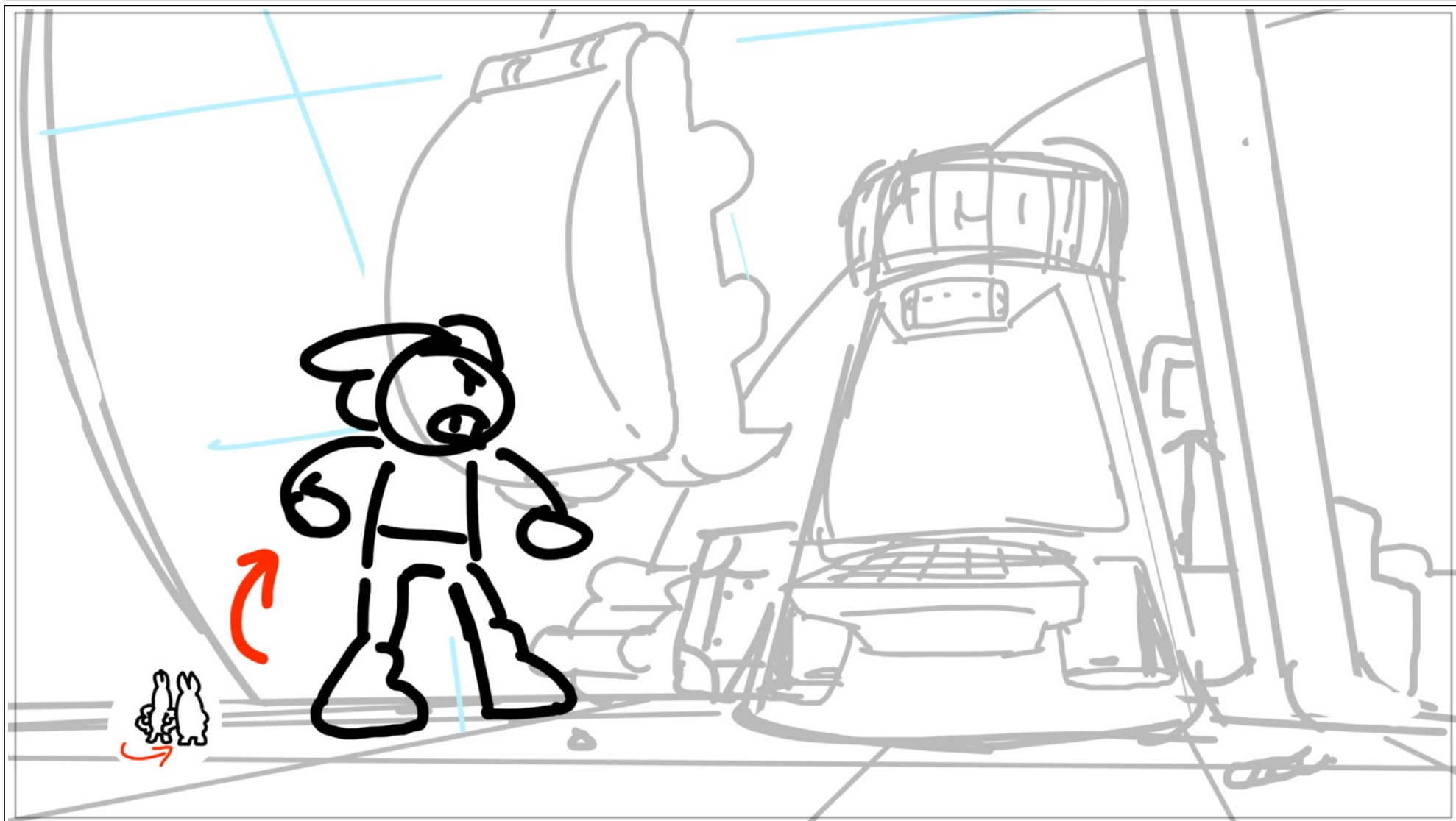
Scene	Duration	Panel	Duration
	8	14:00	4
			01:00



Dialog

Y5: OWW!

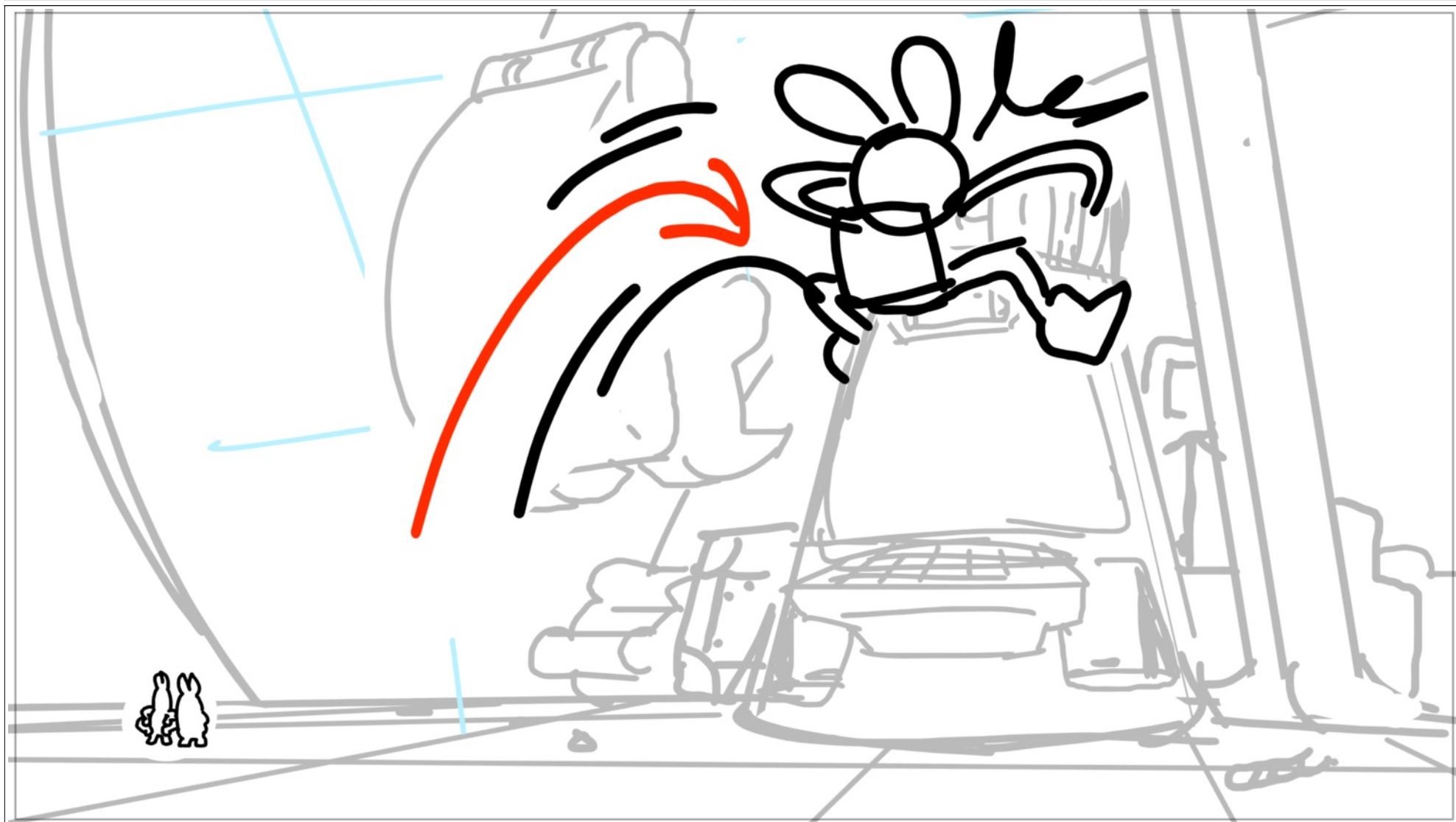
Scene	Duration	Panel	Duration
8	14:00	5	01:00



Dialog

Y5: rrrrggg

Scene	Duration	Panel	Duration
8	14:00	6	01:00

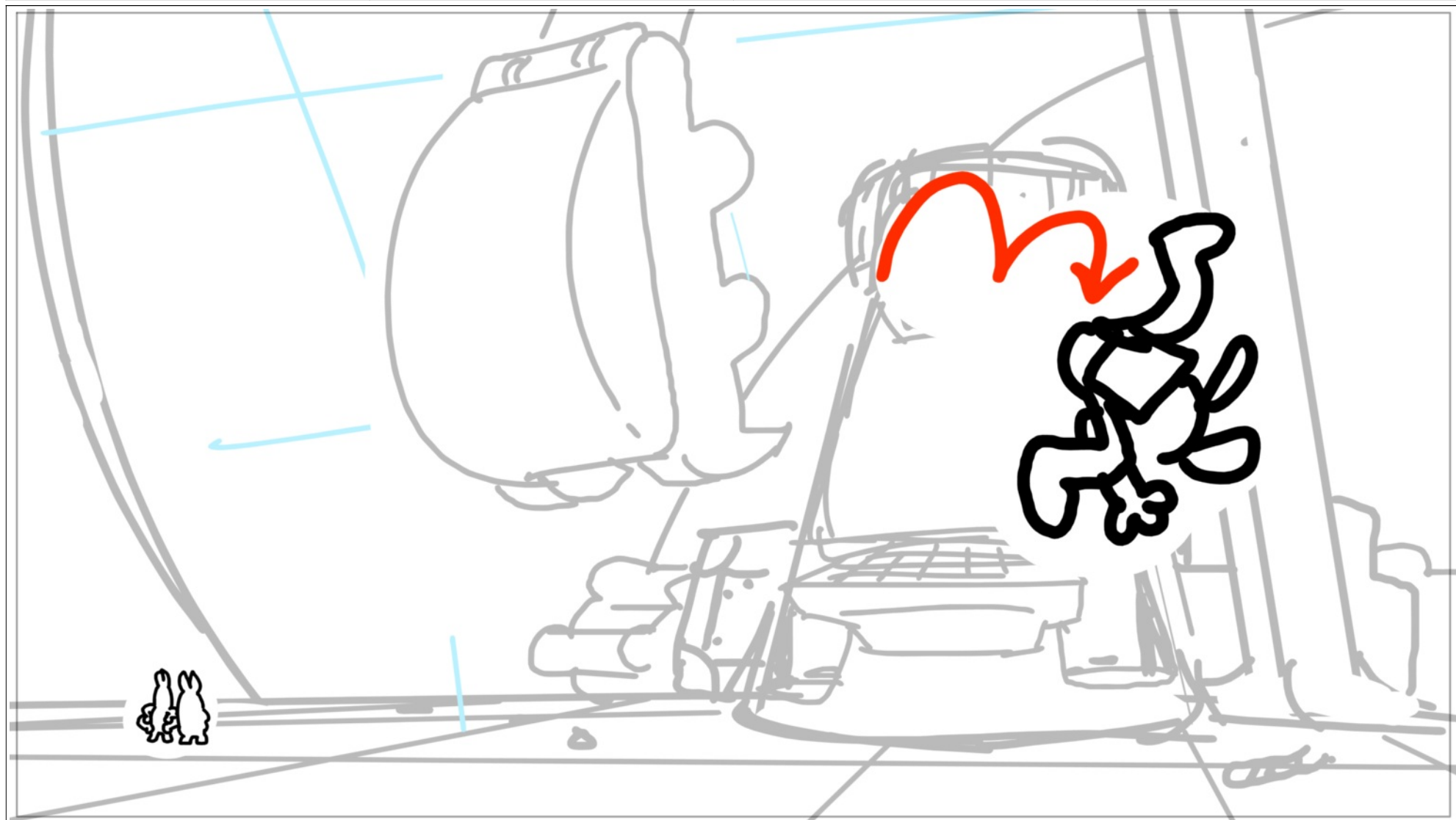


Dialog

Y5: HUAH!

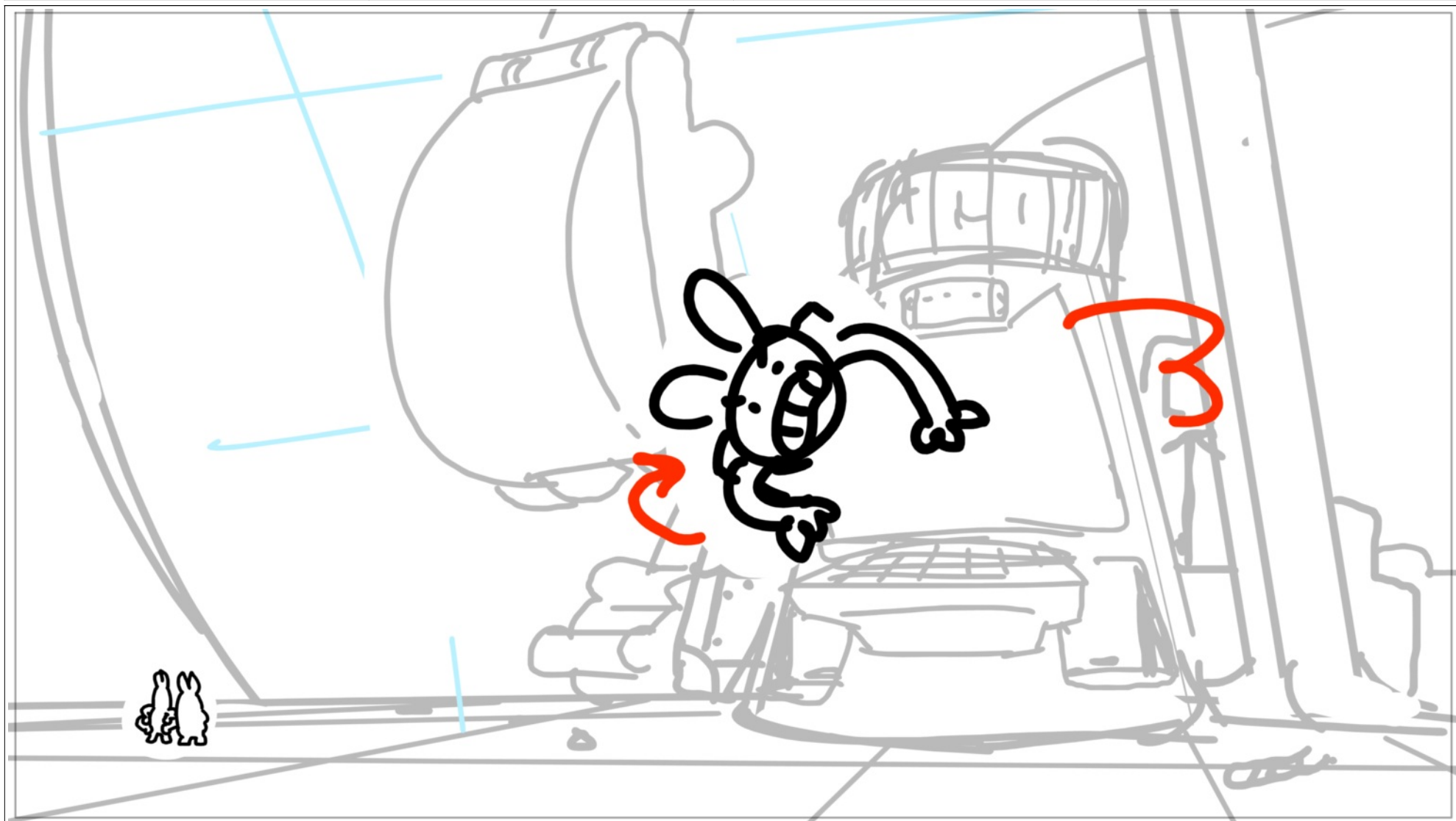


Scene	Duration	Panel	Duration
8	14:00	7	01:00



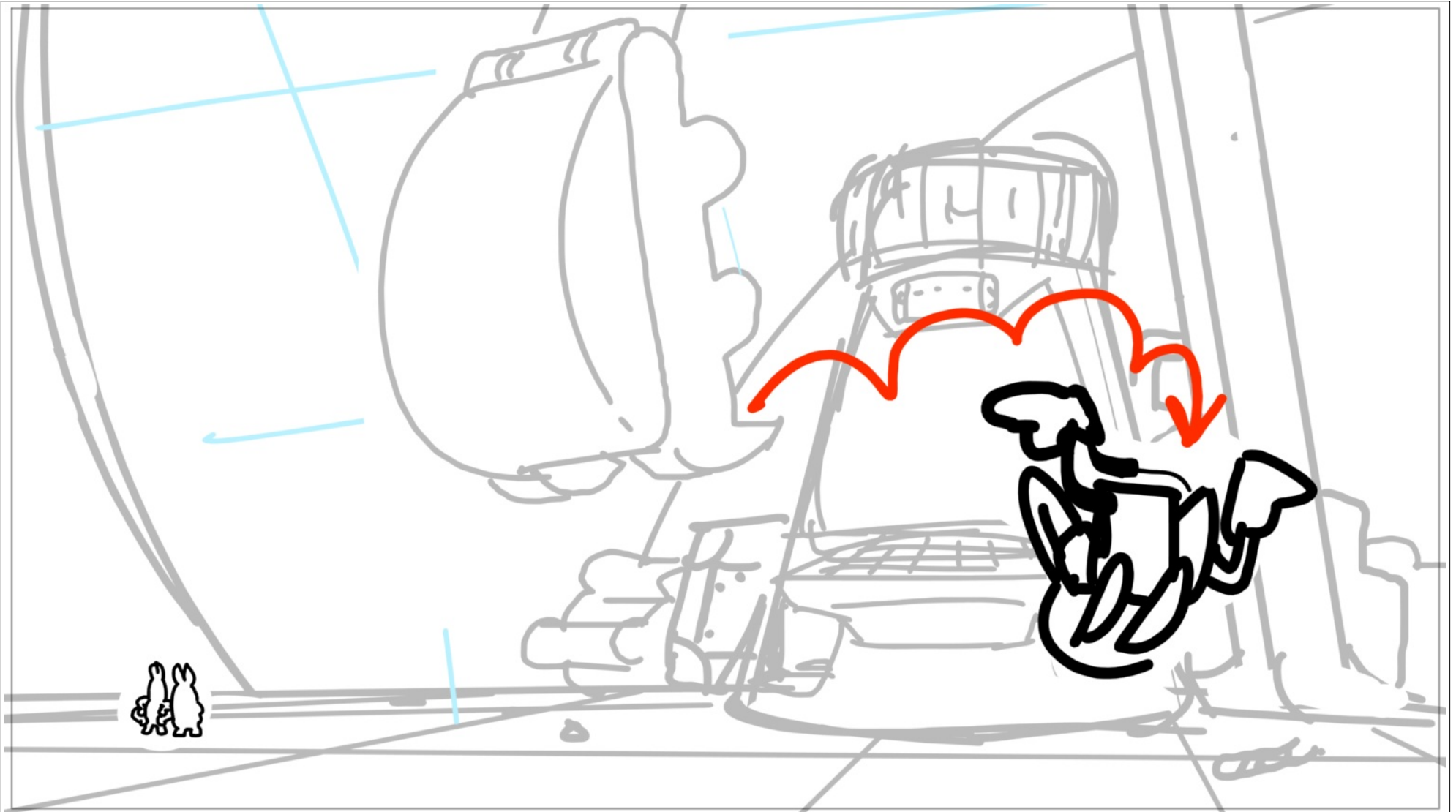
Dialog  
Y5: ugggghhhhhrrr

Scene	Duration	Panel	Duration
	8	14:00	8
			01:00



Dialog  
Y5: ugggghhhhhrrr

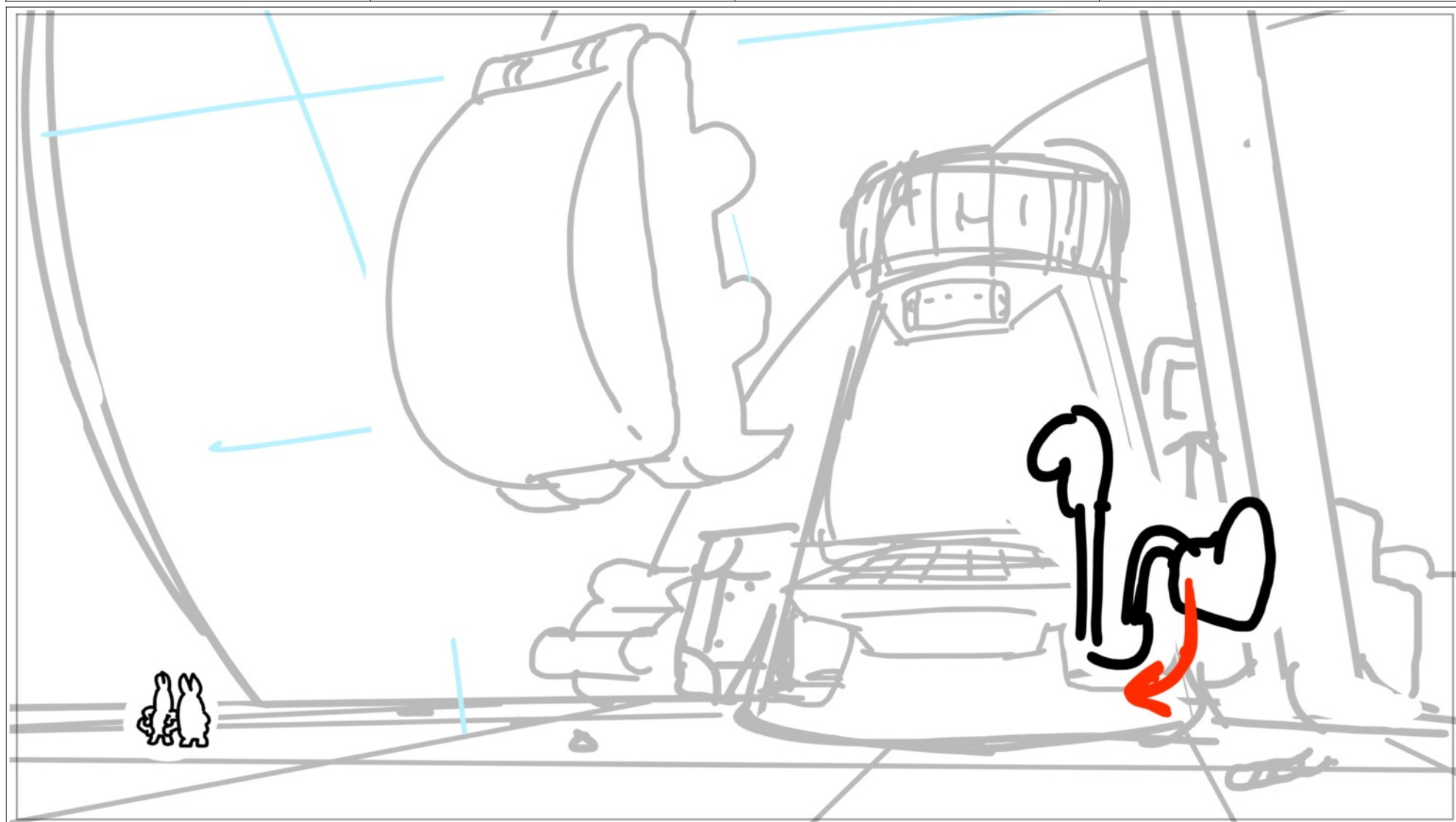
Scene	Duration	Panel	Duration
8	14:00	9	01:00



Dialog  
Y5: ugggghhhhhrrr

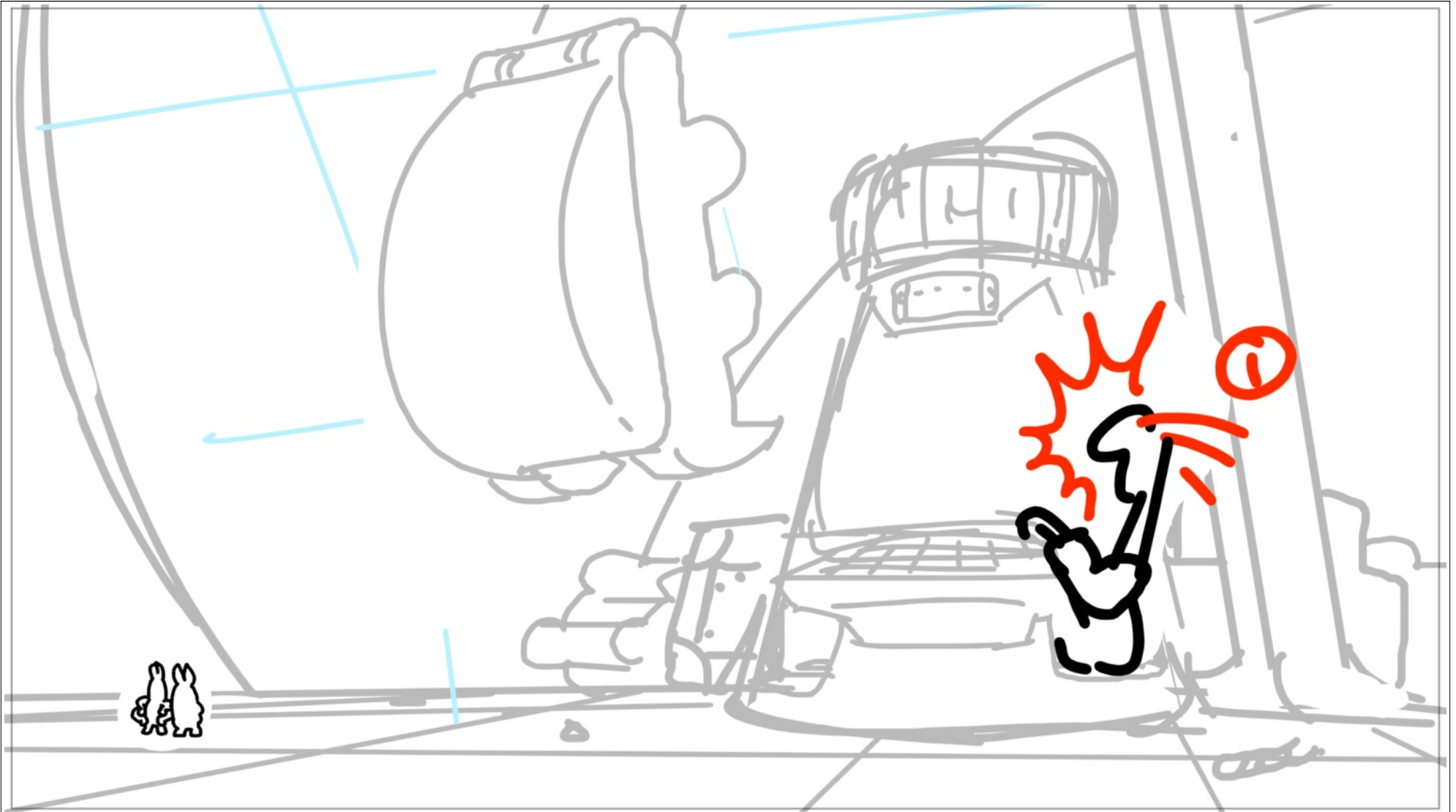


Scene	Duration	Panel	Duration
	8	14:00	10
			01:00



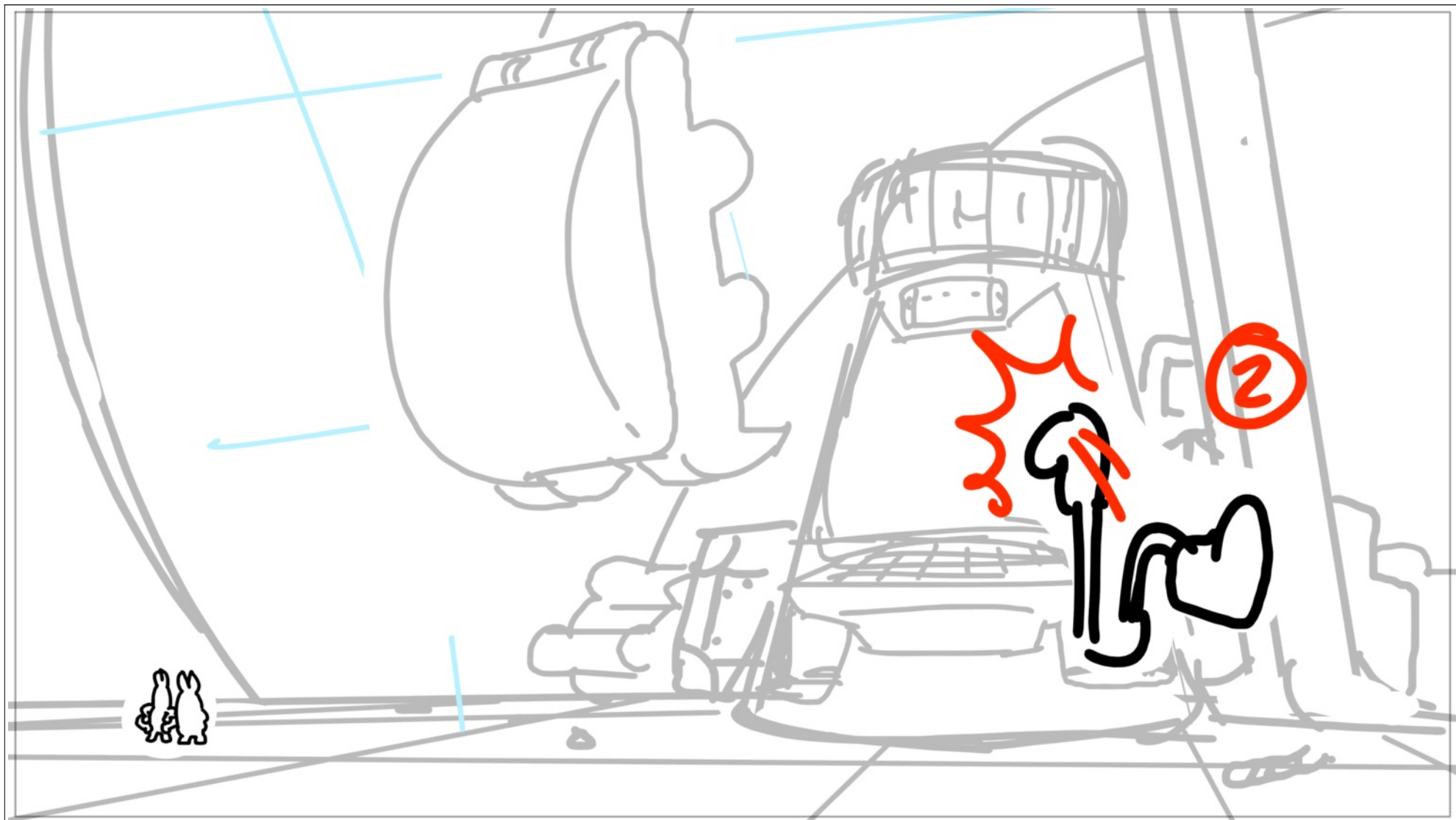
Action Notes  
and she slips in

Scene	Duration	Panel	Duration
8	14:00	11	01:00



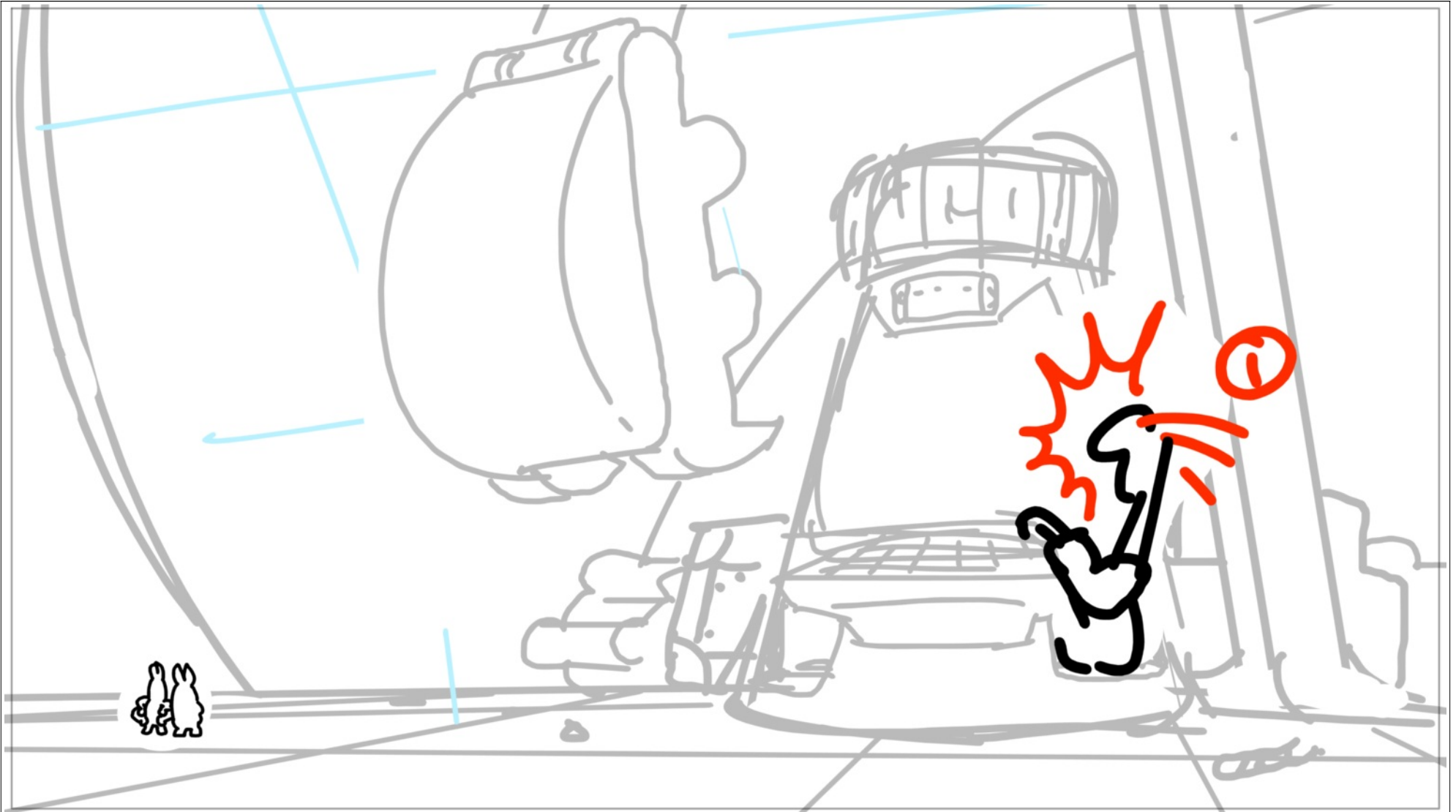
Dialog  
sfx: [THUNK]

Scene	Duration	Panel	Duration
8	14:00	12	01:00



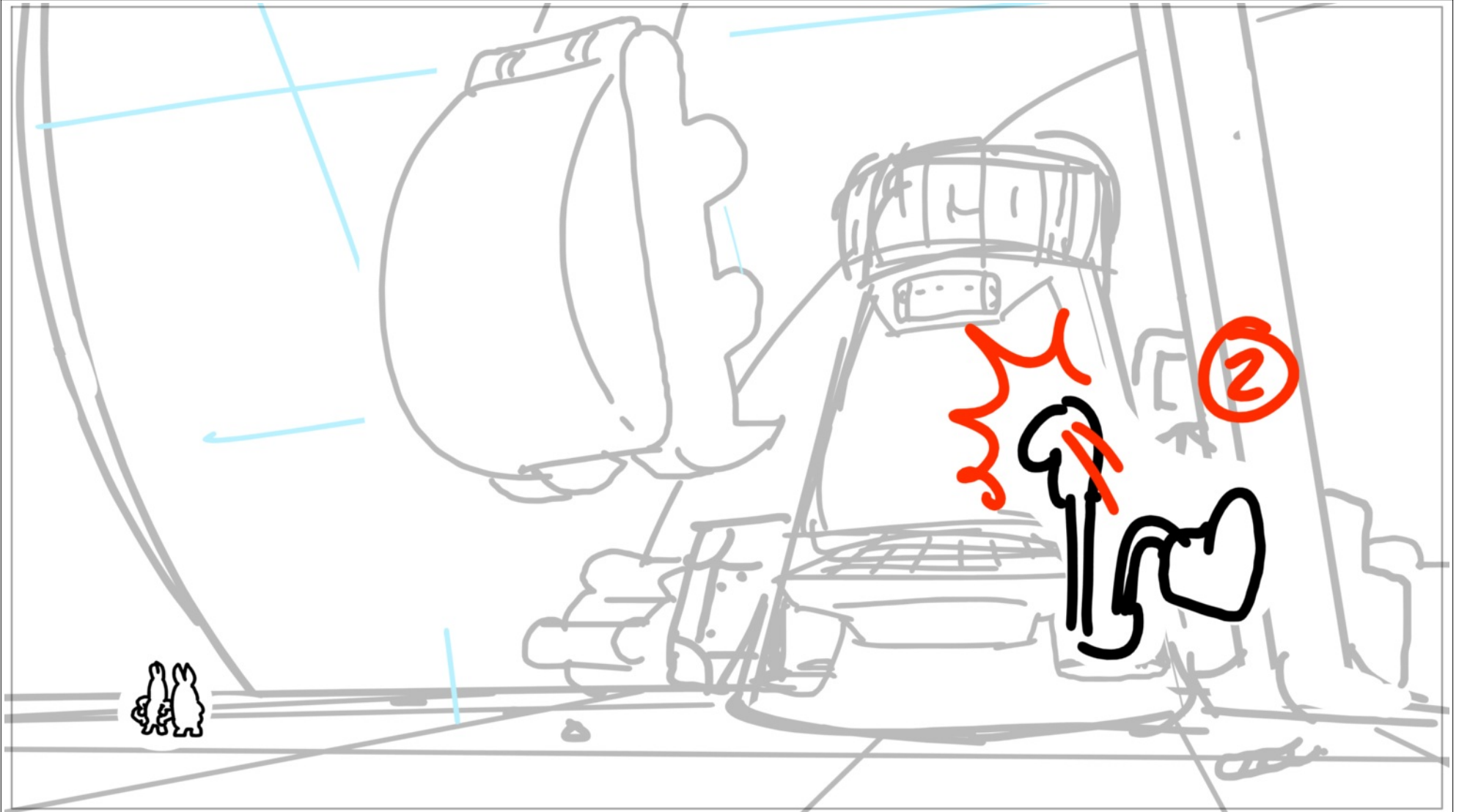
Dialog  
sfx: [THUNK]

Scene	Duration	Panel	Duration
8	14:00	13	01:00



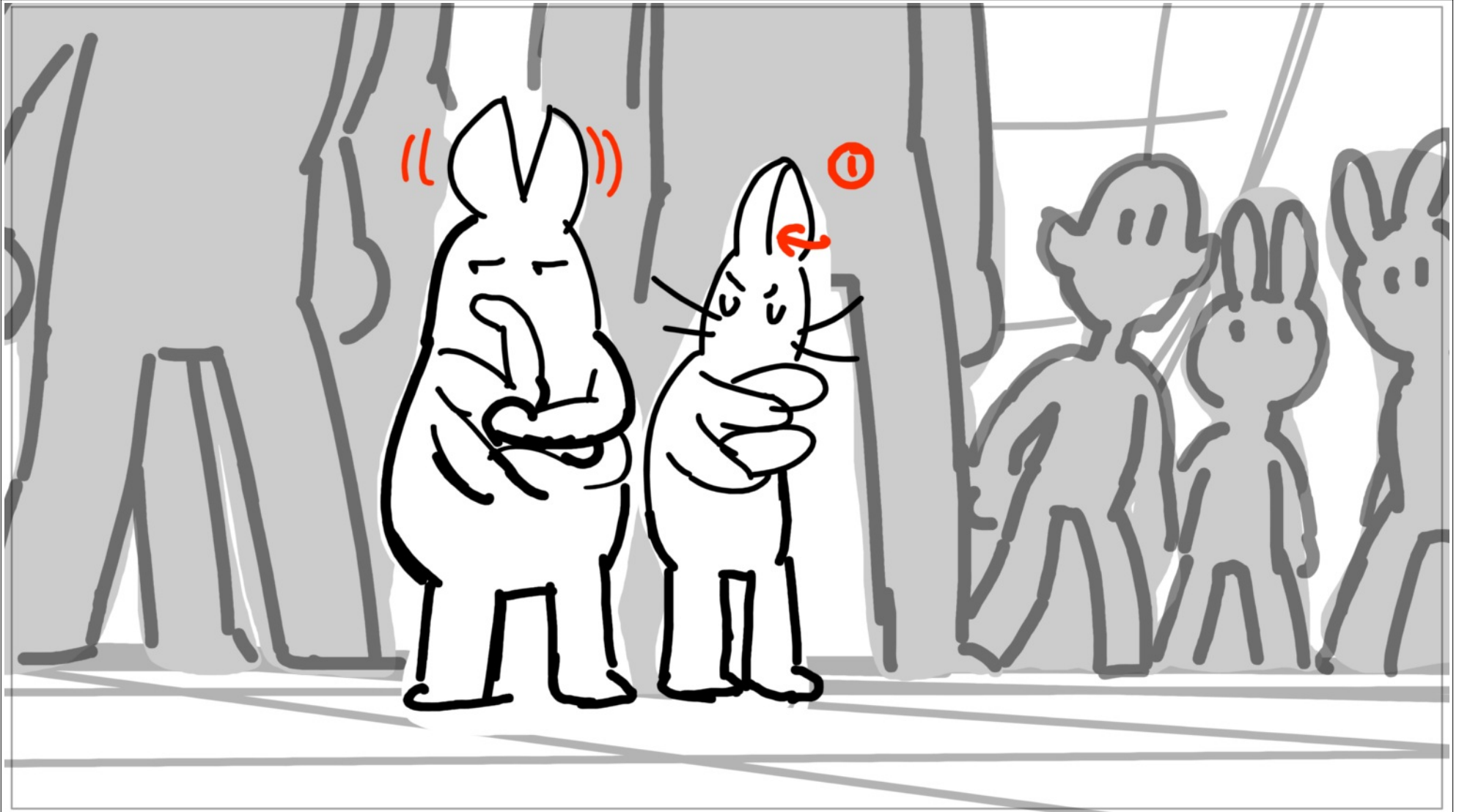
Dialog  
sfx: [THUNK]

Scene	Duration	Panel	Duration
8	14:00	14	01:00



Dialog  
sfx: [THUNK]

Scene	Duration	Panel	Duration
9	04:00	1	01:00



Dialog

Sweetie: what an amateur.



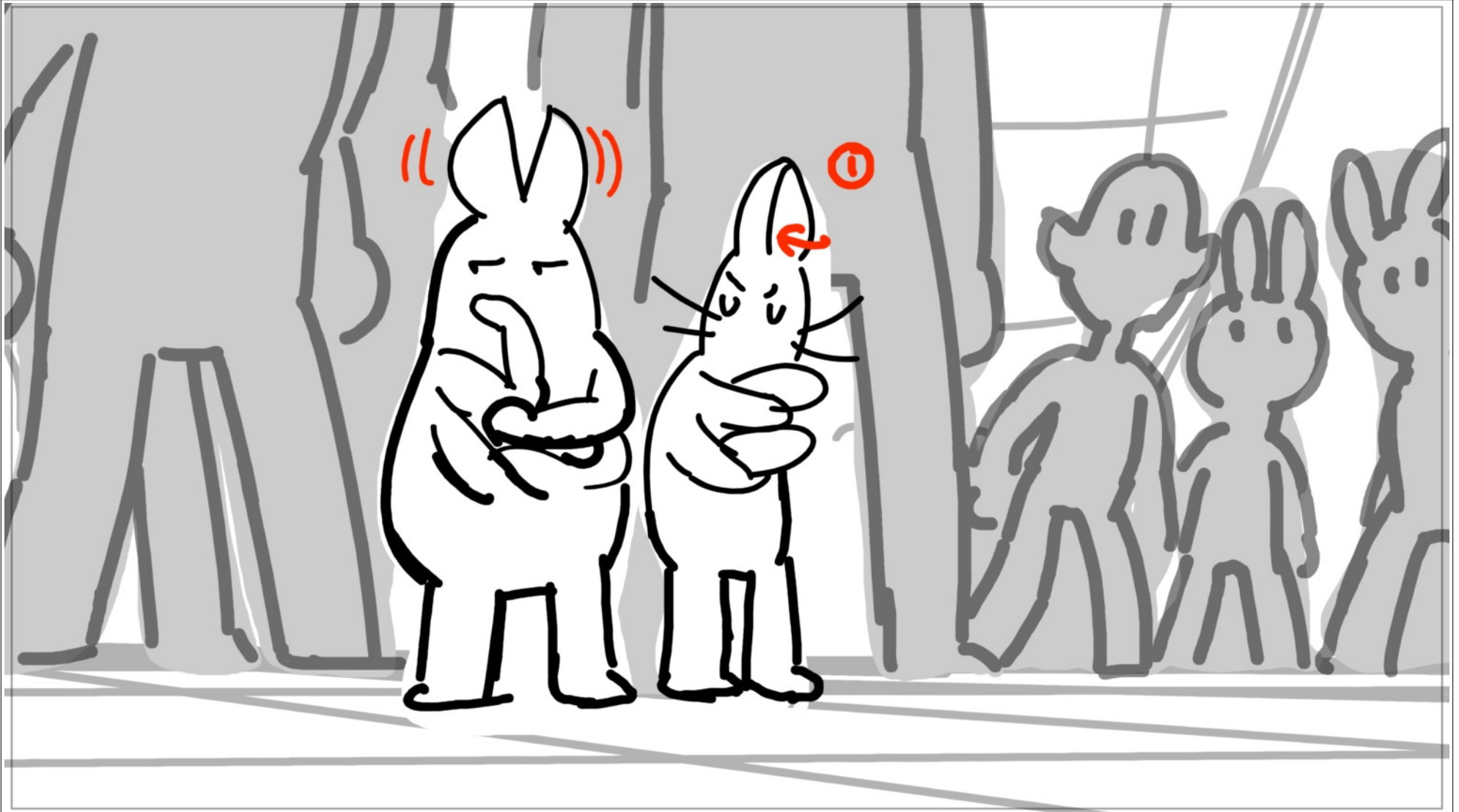
Scene	Duration	Panel	Duration
9	04:00	2	01:00



Dialog

Sweetie: what an amateur.

Scene	Duration	Panel	Duration
9	04:00	3	01:00



Dialog

Sweetie: what an amateur.



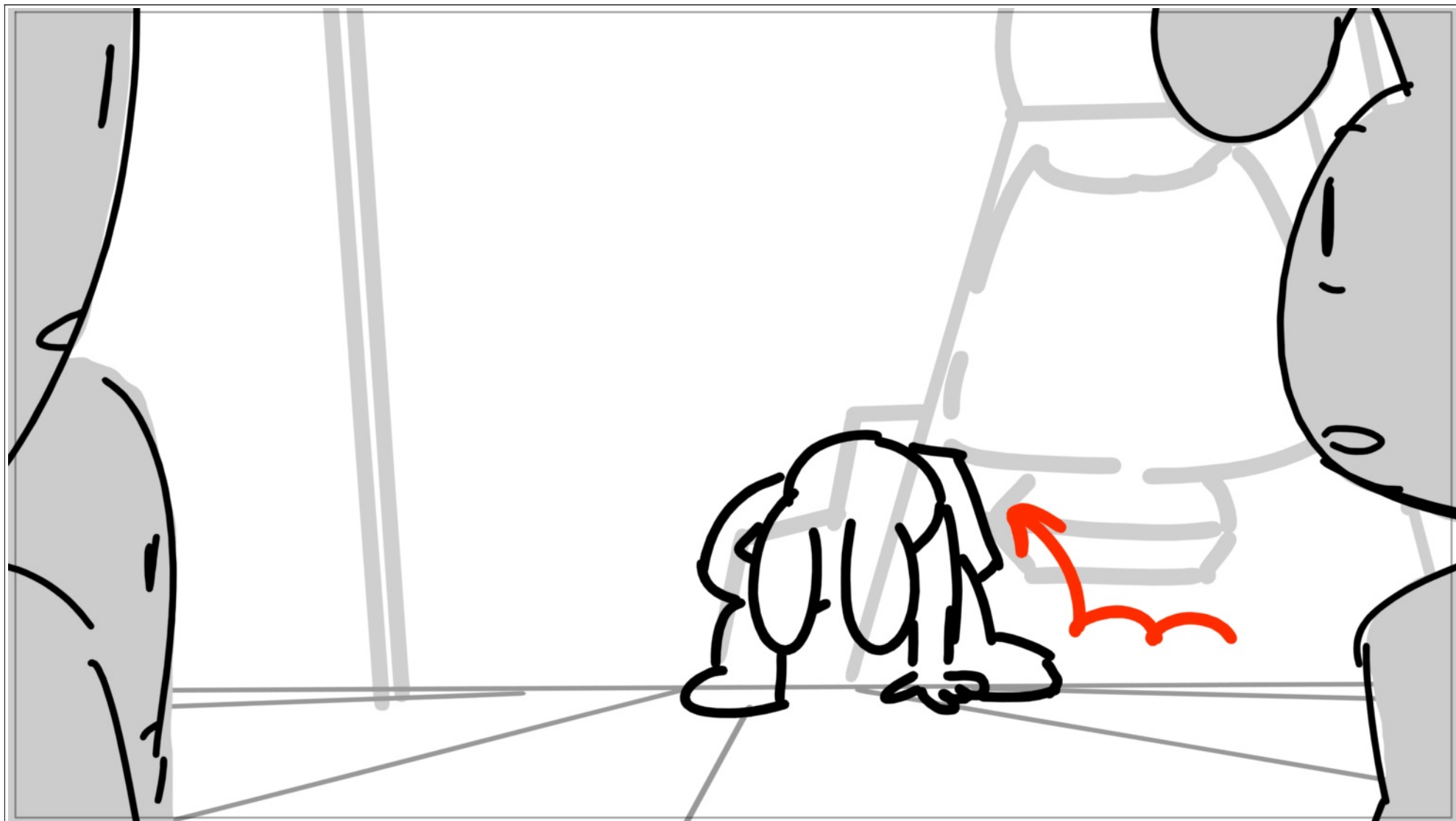
Scene	Duration	Panel	Duration
9	04:00	4	01:00



Dialog

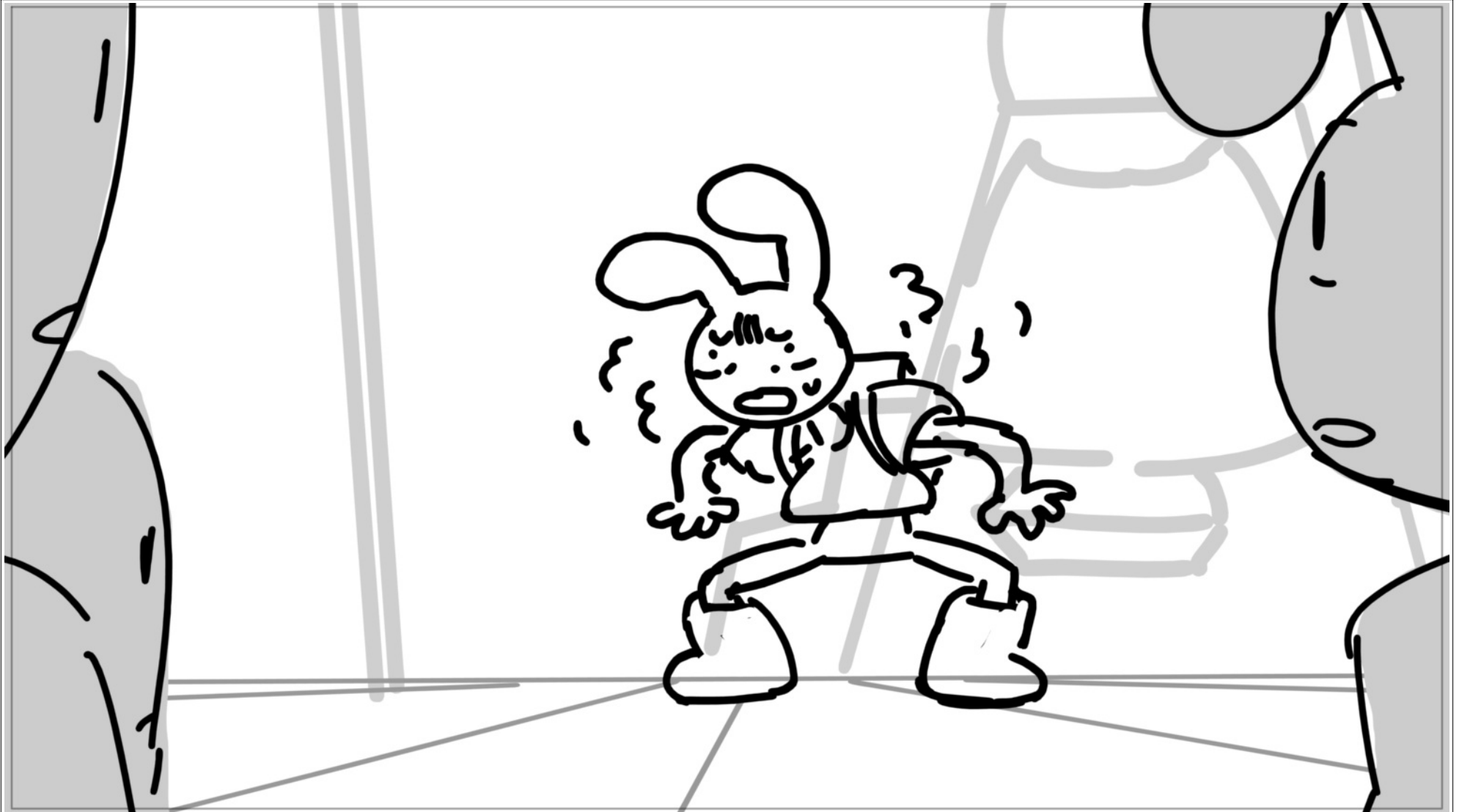
Sweetie: what an amateur.

Scene	Duration	Panel	Duration
10	06:22	1	01:00



Dialog  
y5: [ragged panting]

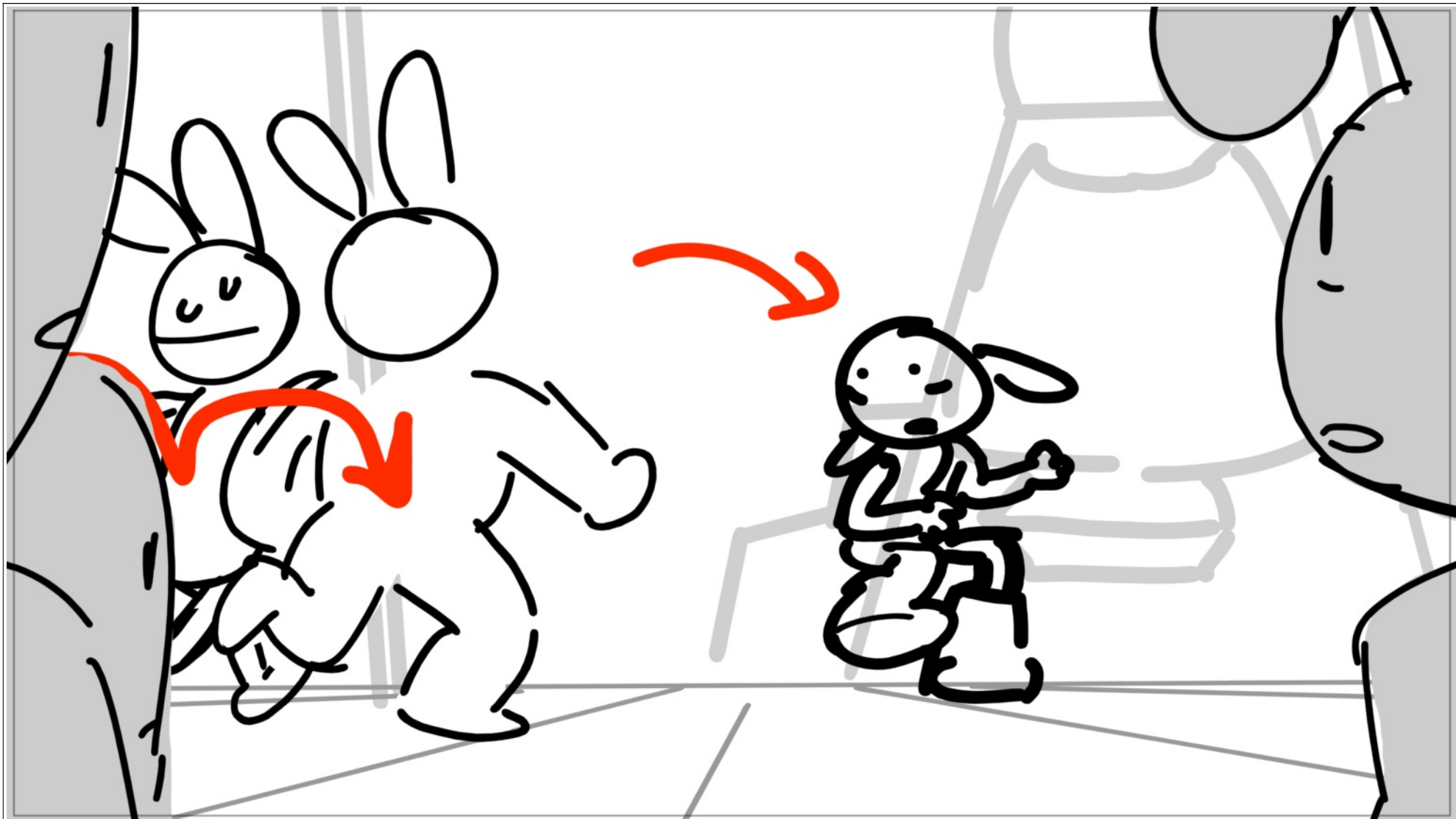
Scene	Duration	Panel	Duration
10	06:22	2	01:00



Dialog

y5: d-does anyone have anything i can smash this thing with??

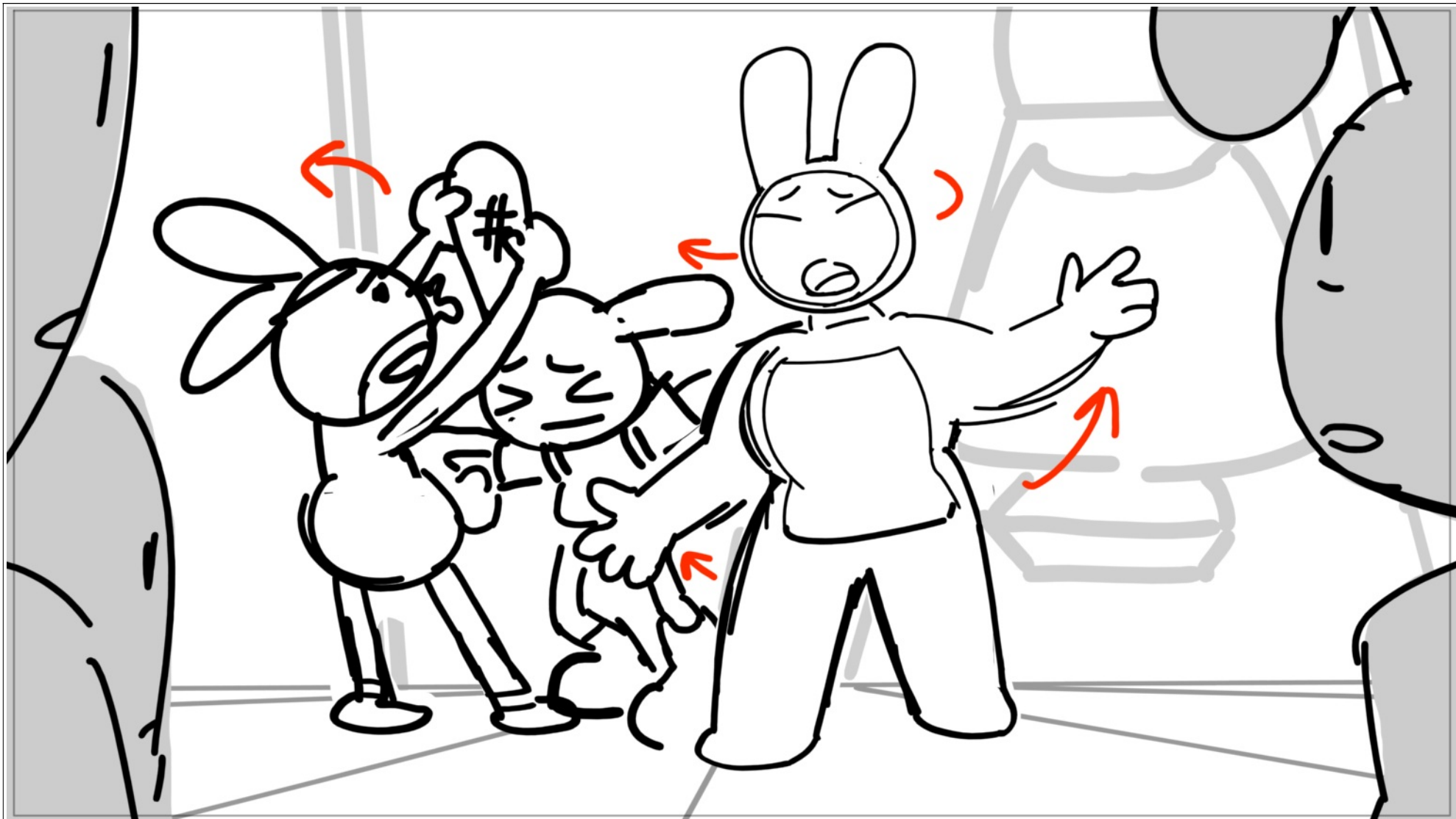
Scene	Duration	Panel	Duration
10	06:22	3	01:00



Dialog  
ks-2: oh, y4!!!!



Scene	Duration	Panel	Duration
10	06:22	5	01:00

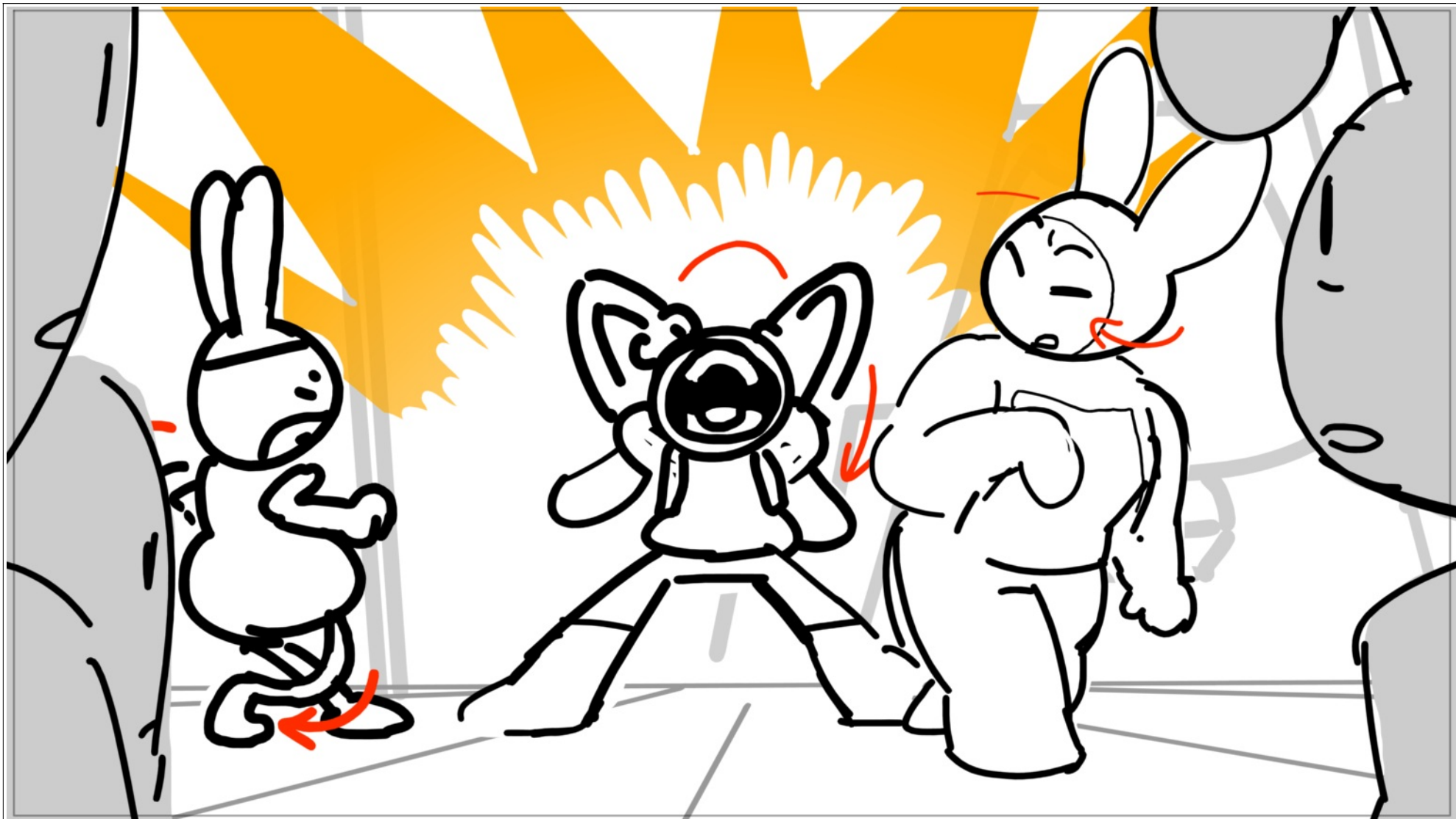


Dialog

ks-2: i'm so sorry everyone, please excuse our daughter. she's very upset

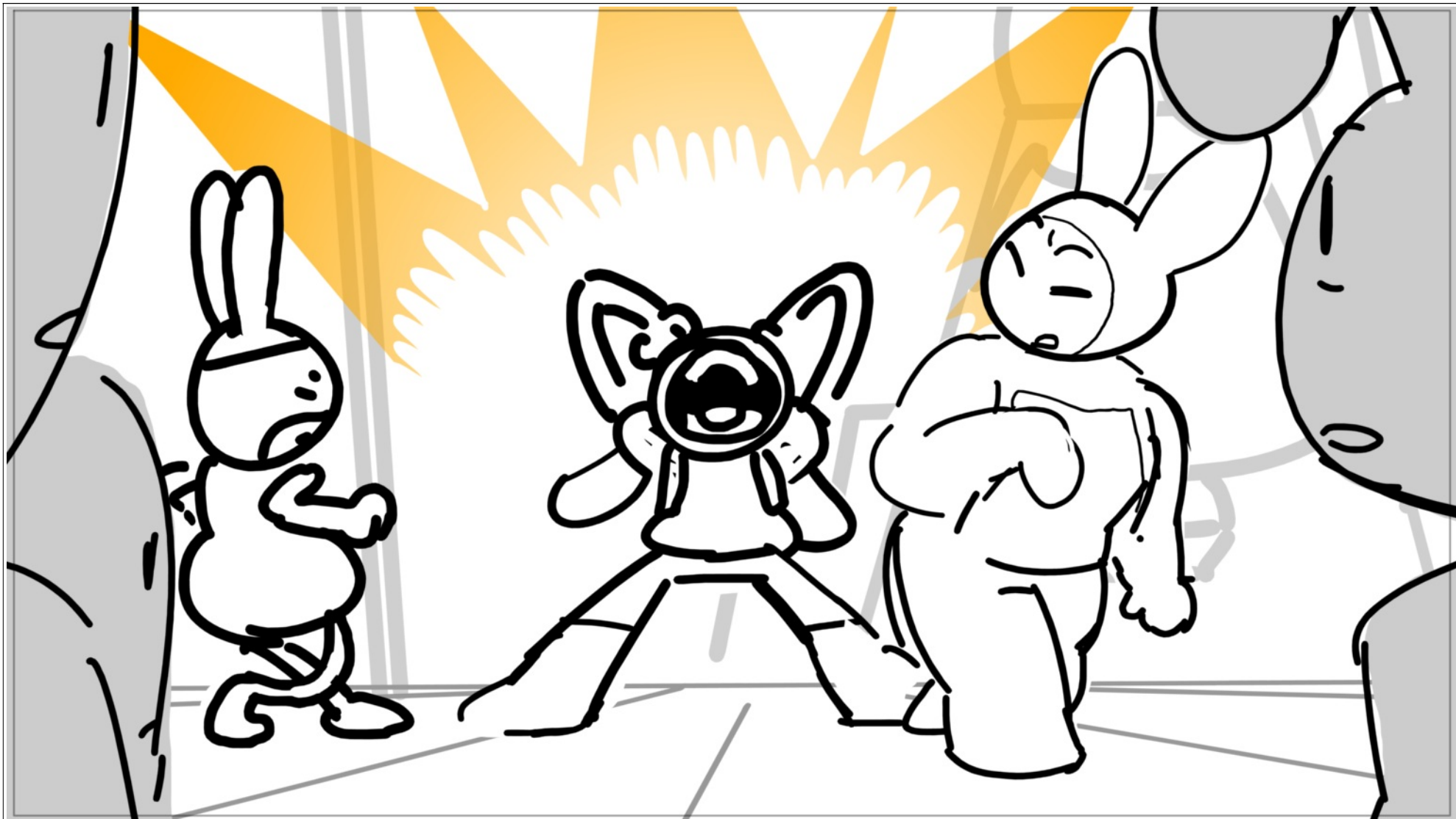


Scene	Duration	Panel	Duration
10	06:22	6	00:23



Dialog  
Y5: CUT IT OUT!!!!!!!!!!

Scene	Duration	Panel	Duration
10	06:22	7	00:23



Dialog  
Y5: CUT IT OUT!!!!!!!!!!



Scene	Duration	Panel	Duration
11	03:00	1	01:00



Dialog

Y5: rrrg--

Scene	Duration	Panel	Duration
11	03:00	2	01:00



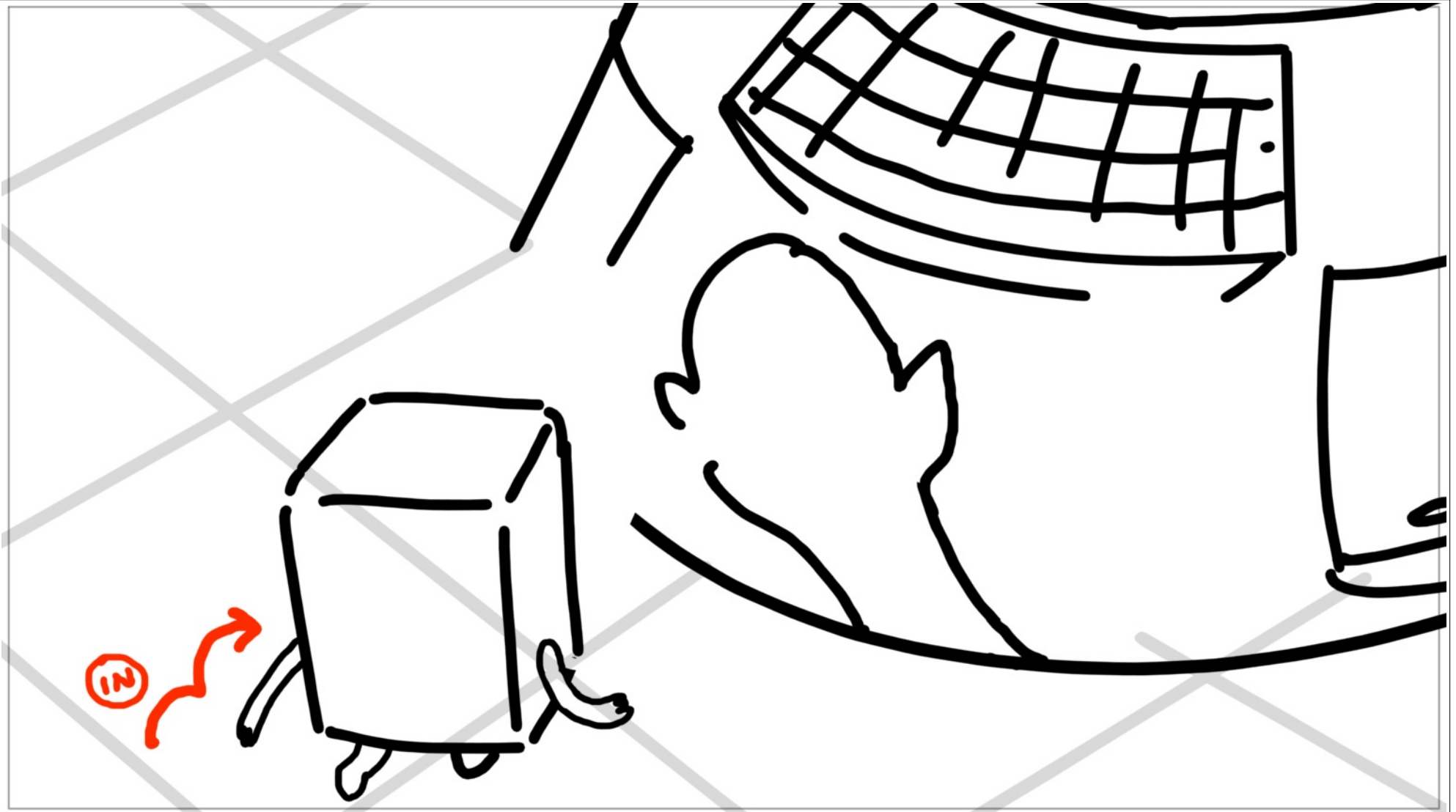
Dialog  
Y5: PLEASE stop--

Scene	Duration	Panel	Duration
11	03:00	3	01:00



Dialog  
Y5: treating me like a kid.

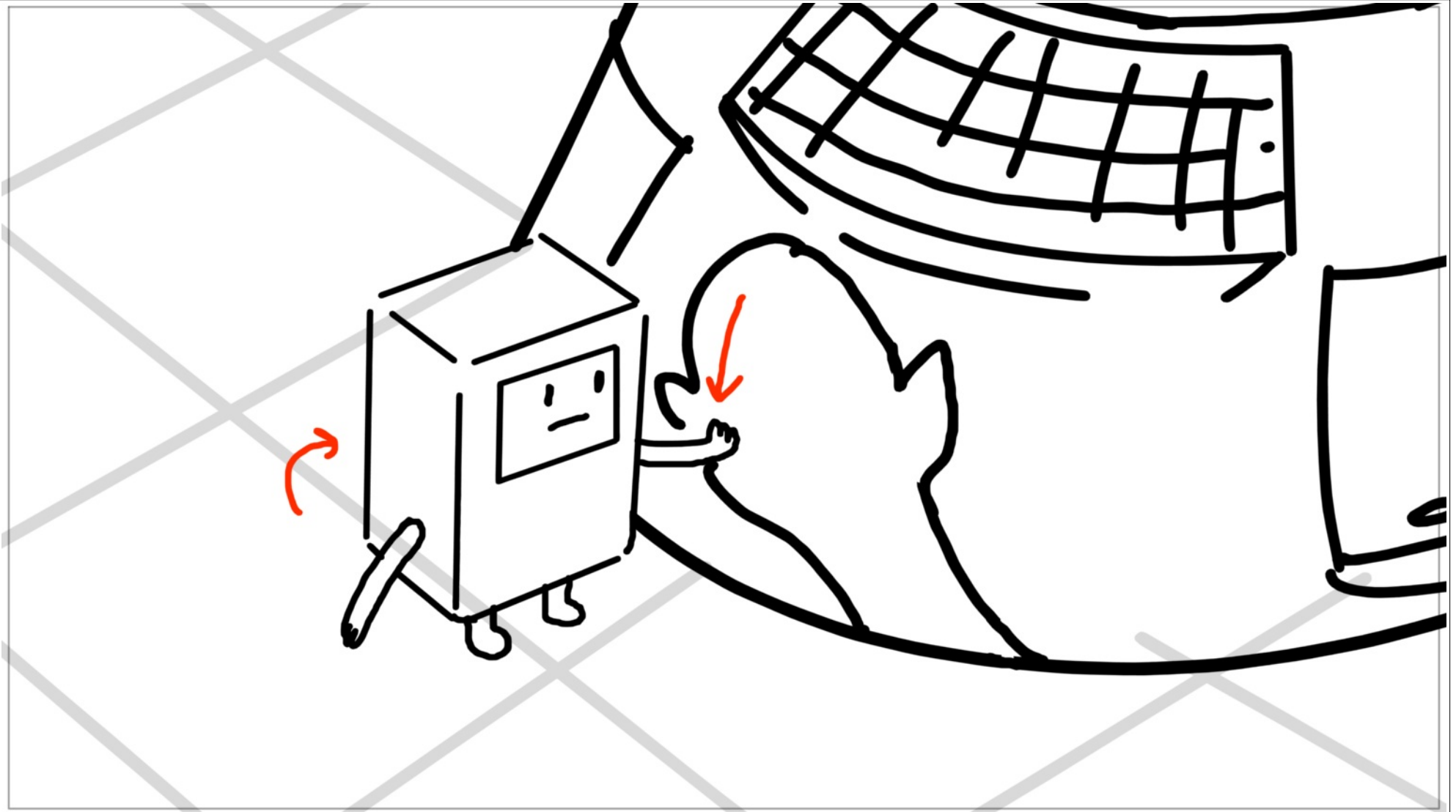
Scene	Duration	Panel	Duration
12	03:00	1	01:00



Dialog

Y5: (o/s) i need to break into this vending machine to prove it to you!!!

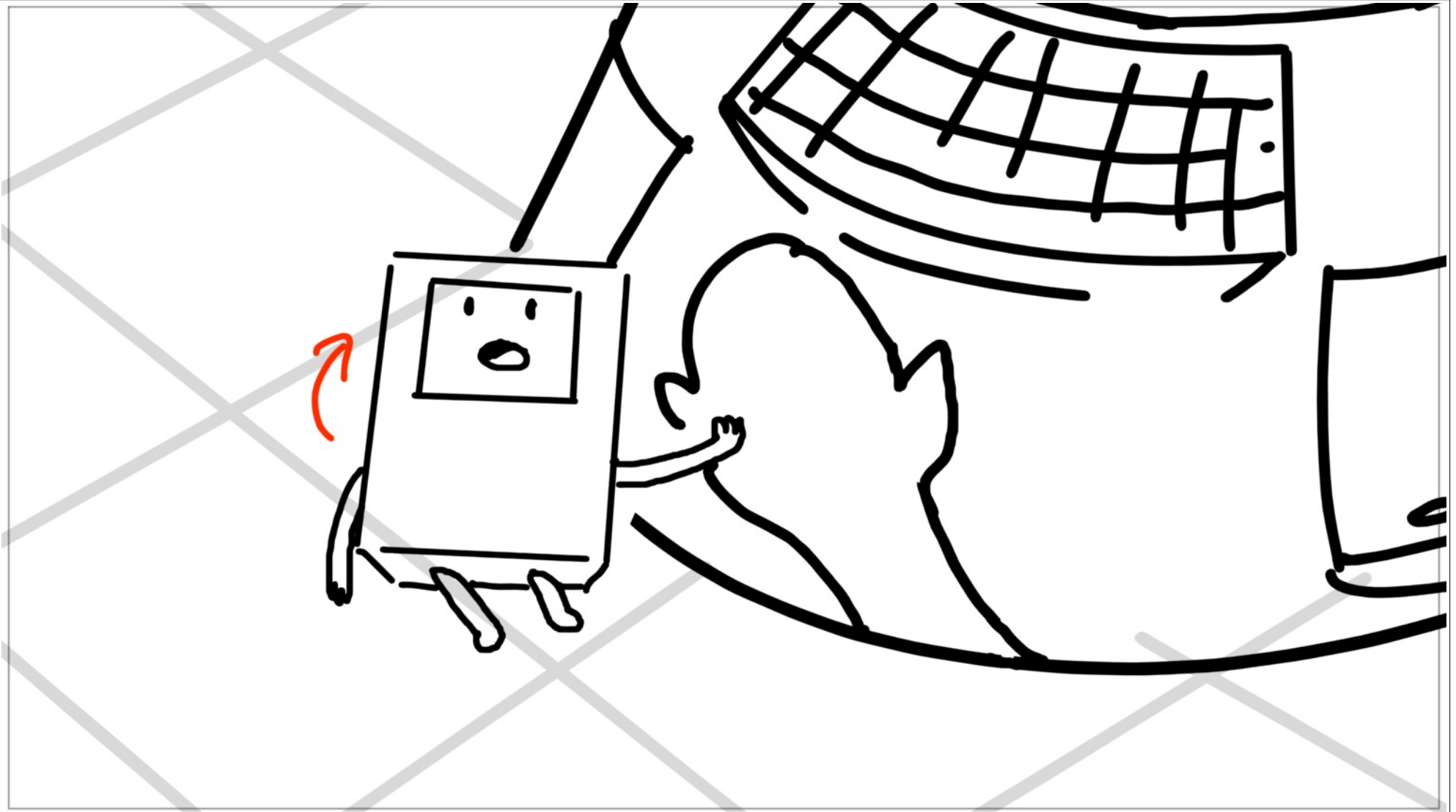
Scene	Duration	Panel	Duration
12	03:00	2	01:00



Dialog

Y5: (o/s) i need to break into this vending machine to prove it to you!!!

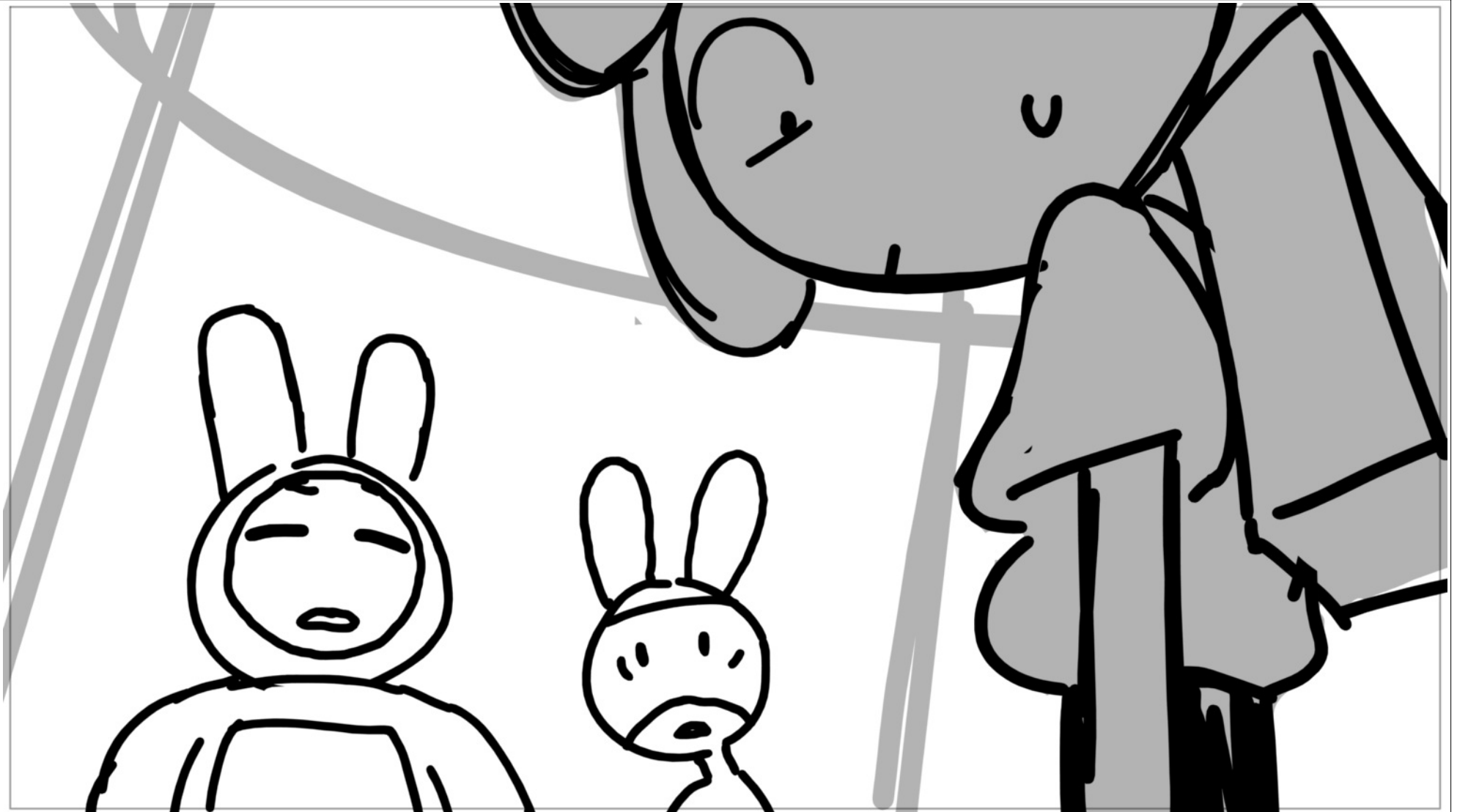
Scene	Duration	Panel	Duration
12	03:00	3	01:00



Dialog  
BMO: oh! are you trying to get that thing I ate?

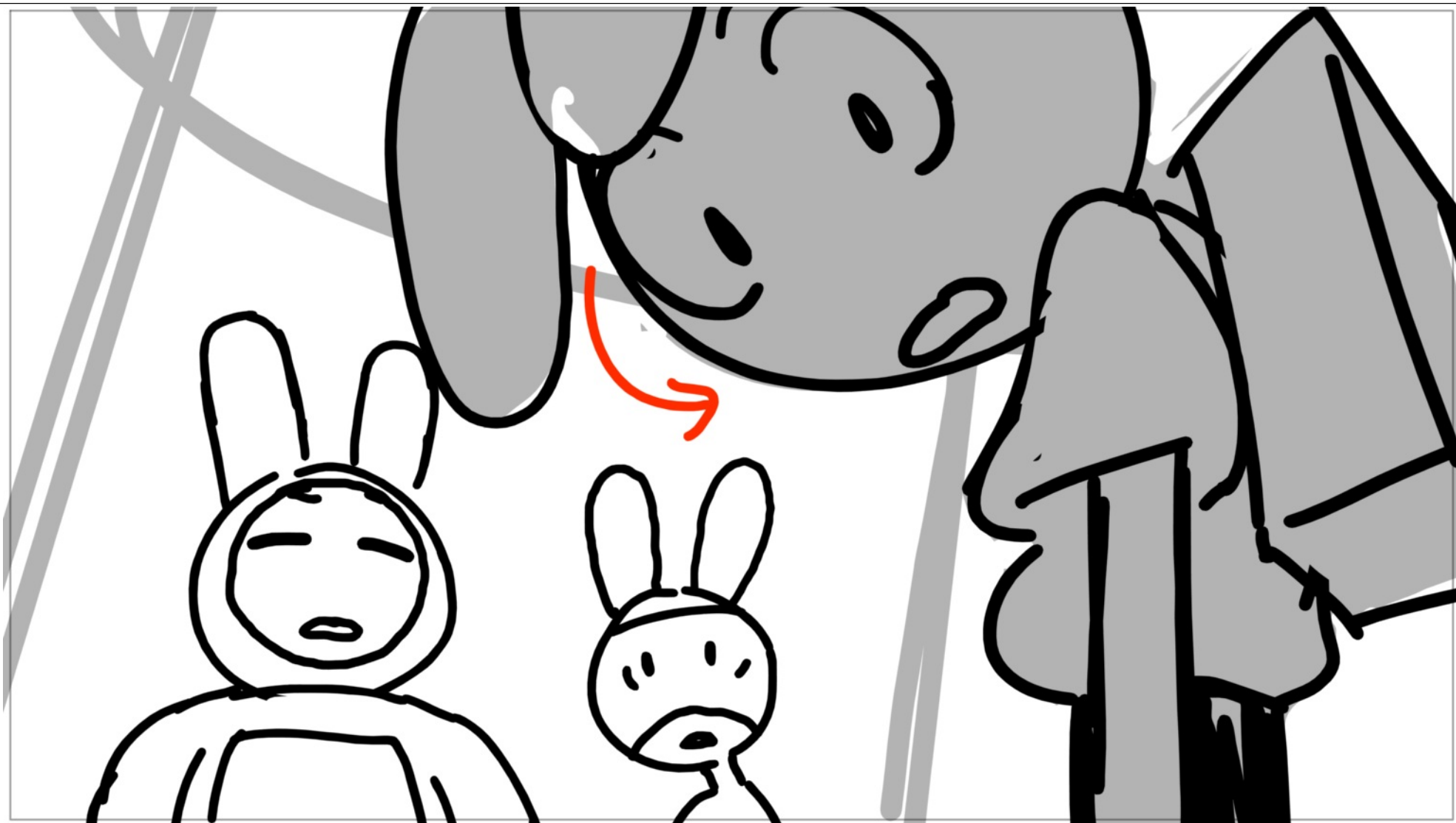


Scene	Duration	Panel	Duration
13	02:00	1	01:00



Dialog  
KS-2: (quietly) what thing?

Scene	Duration	Panel	Duration
13	02:00	2	01:00

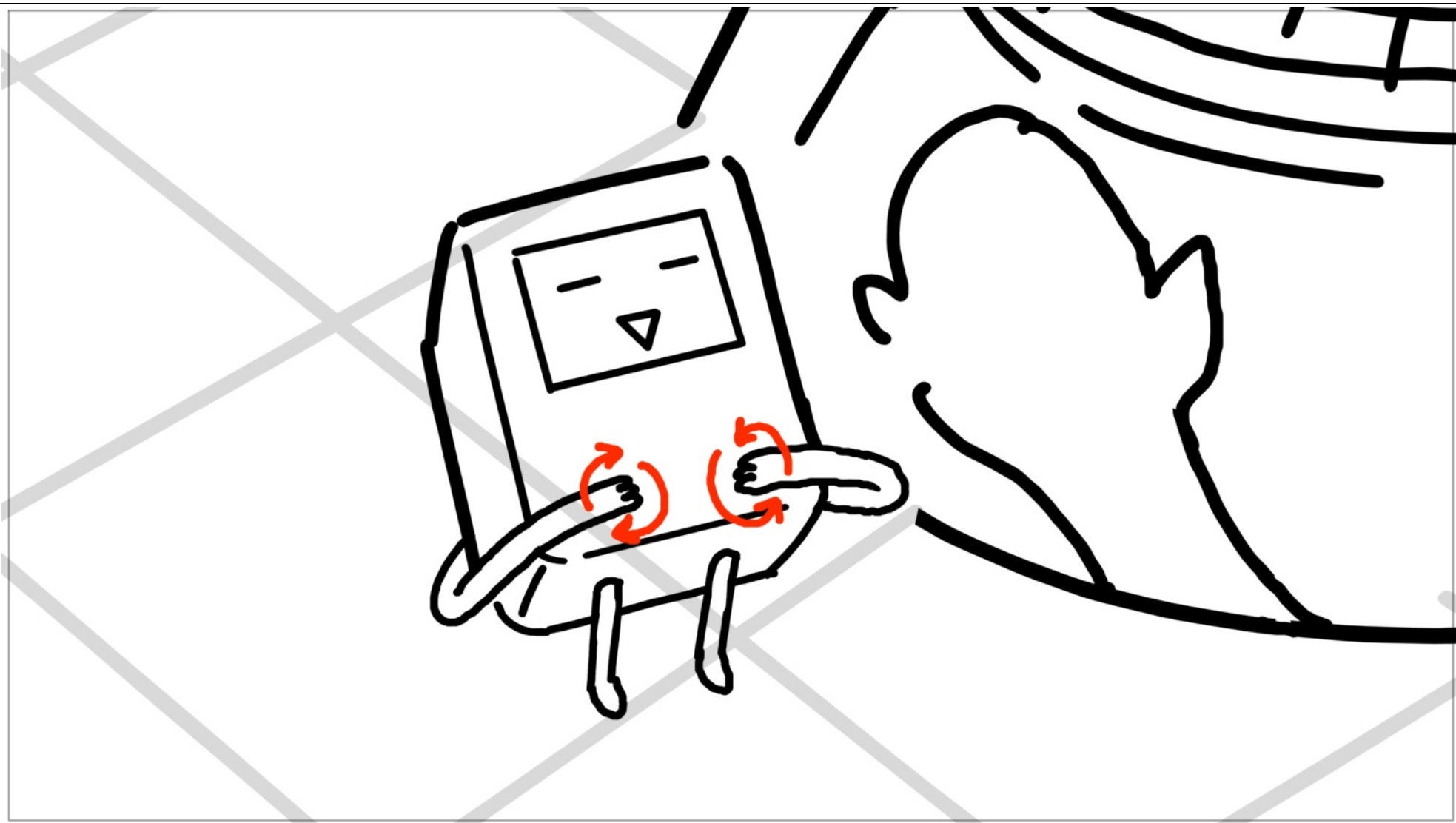


Dialog

Y5: do you still have that?



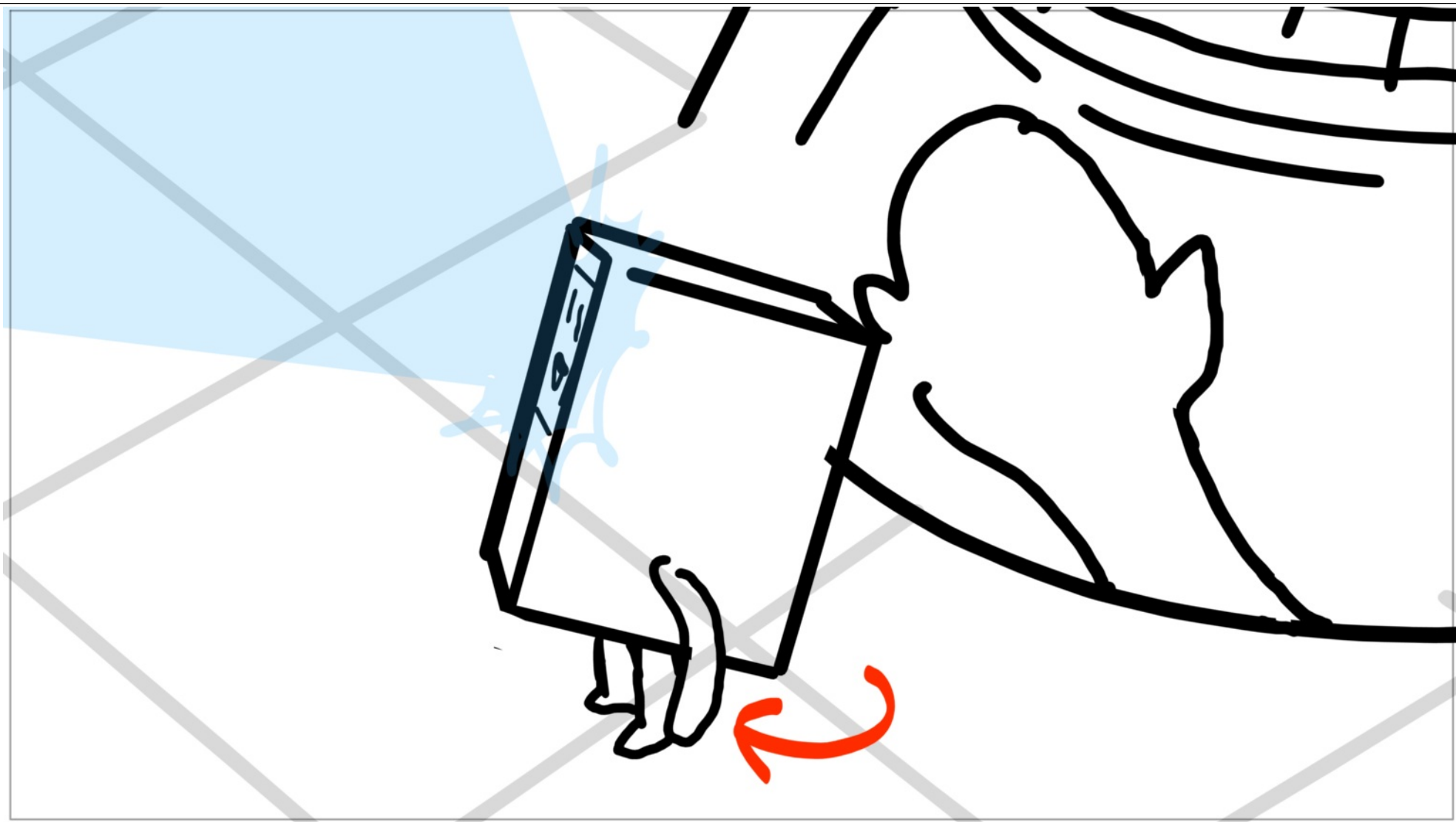
Scene	Duration	Panel	Duration
14	02:00	1	01:00



Dialog

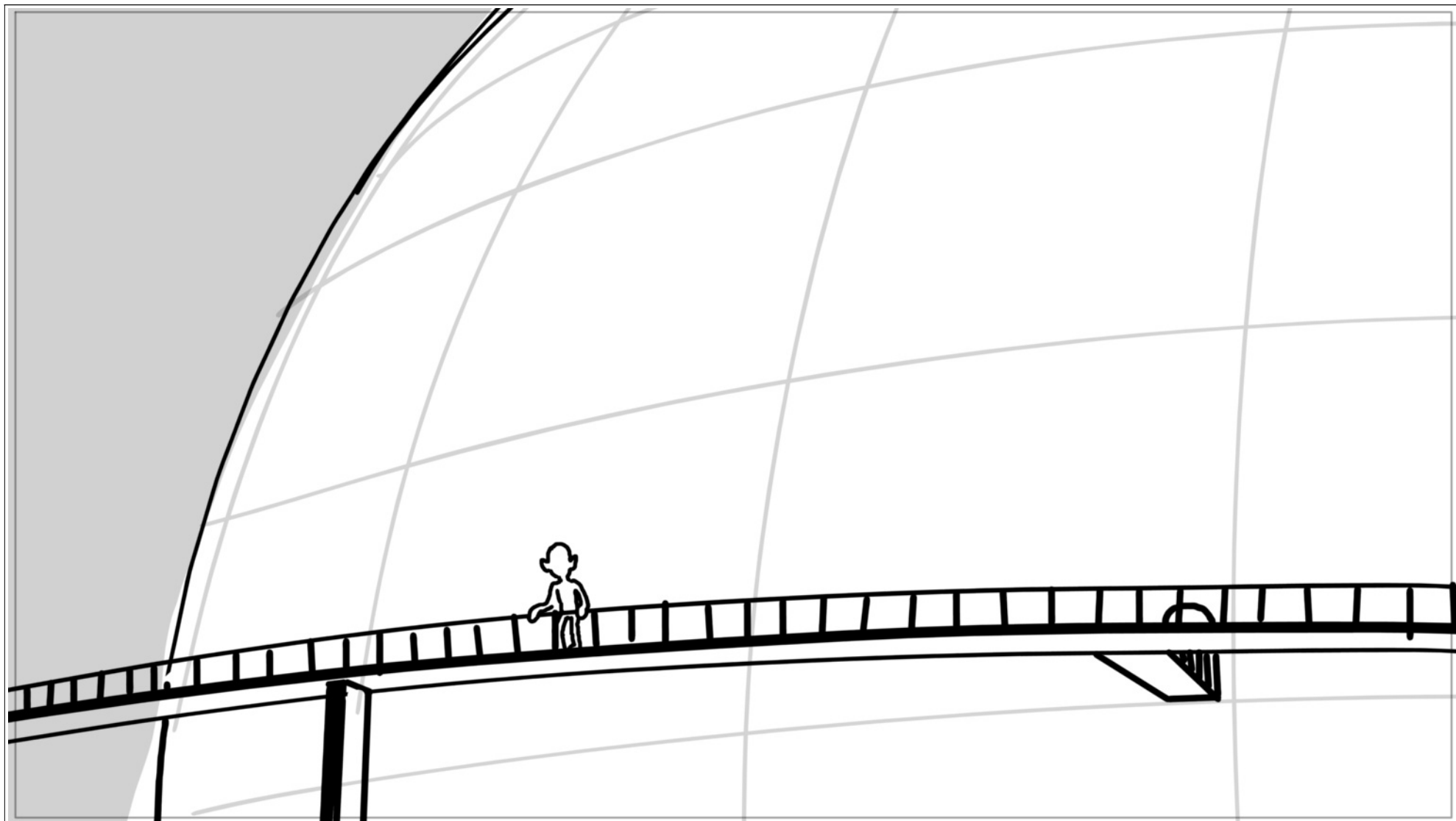
BMO: that smooth, smooth data.

Scene	Duration	Panel	Duration
14	02:00	2	01:00

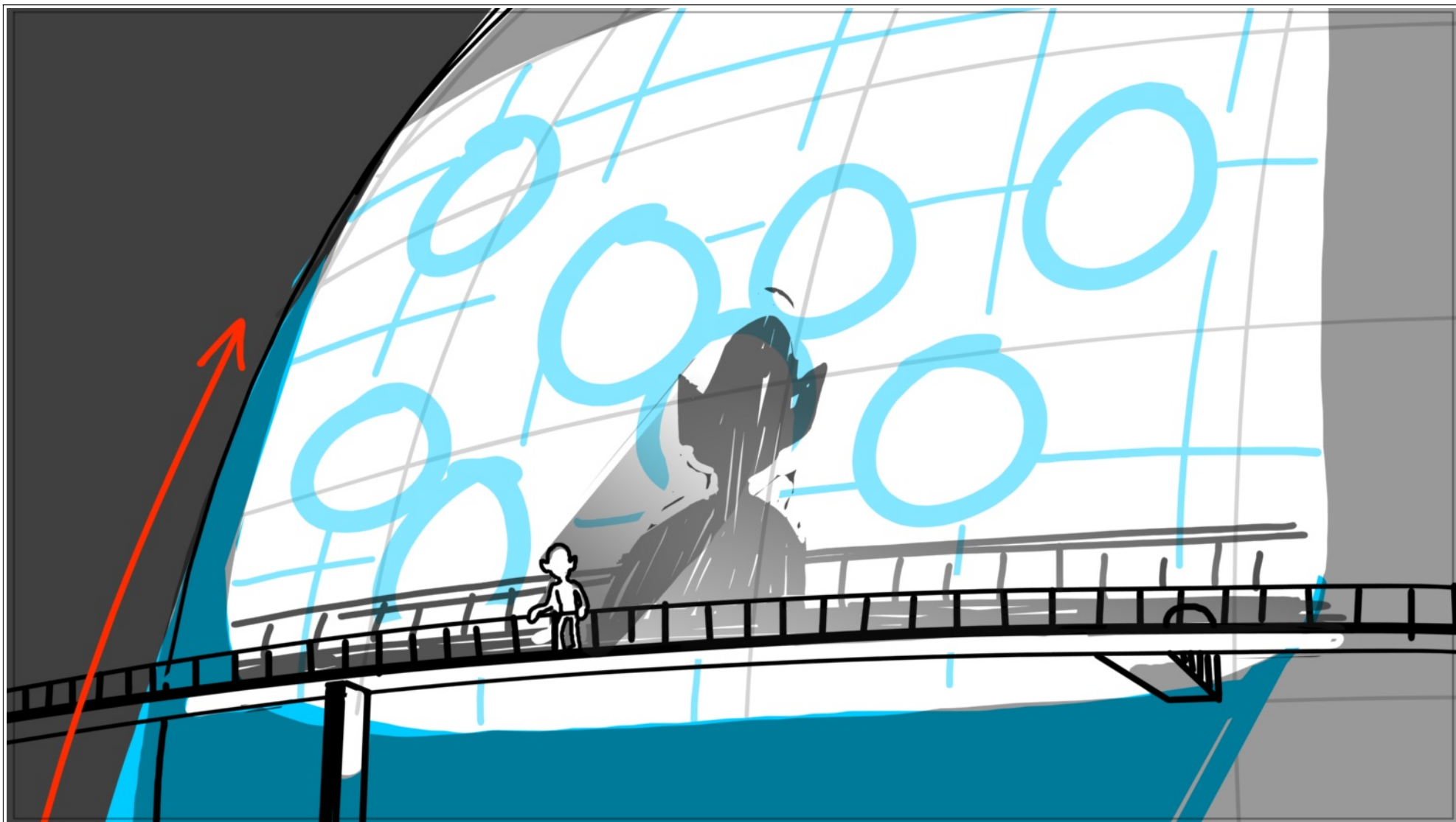


Dialog  
BMO: here!

Scene	Duration	Panel	Duration
15	02:00	1	01:00



Scene	Duration	Panel	Duration
	15	02:00	2
			01:00



Dialog  
sfx: [crowd gasps]

Scene	Duration	Panel	Duration
16	02:23	1	01:00



Scene	Duration	Panel	Duration
16	02:23	2	00:23

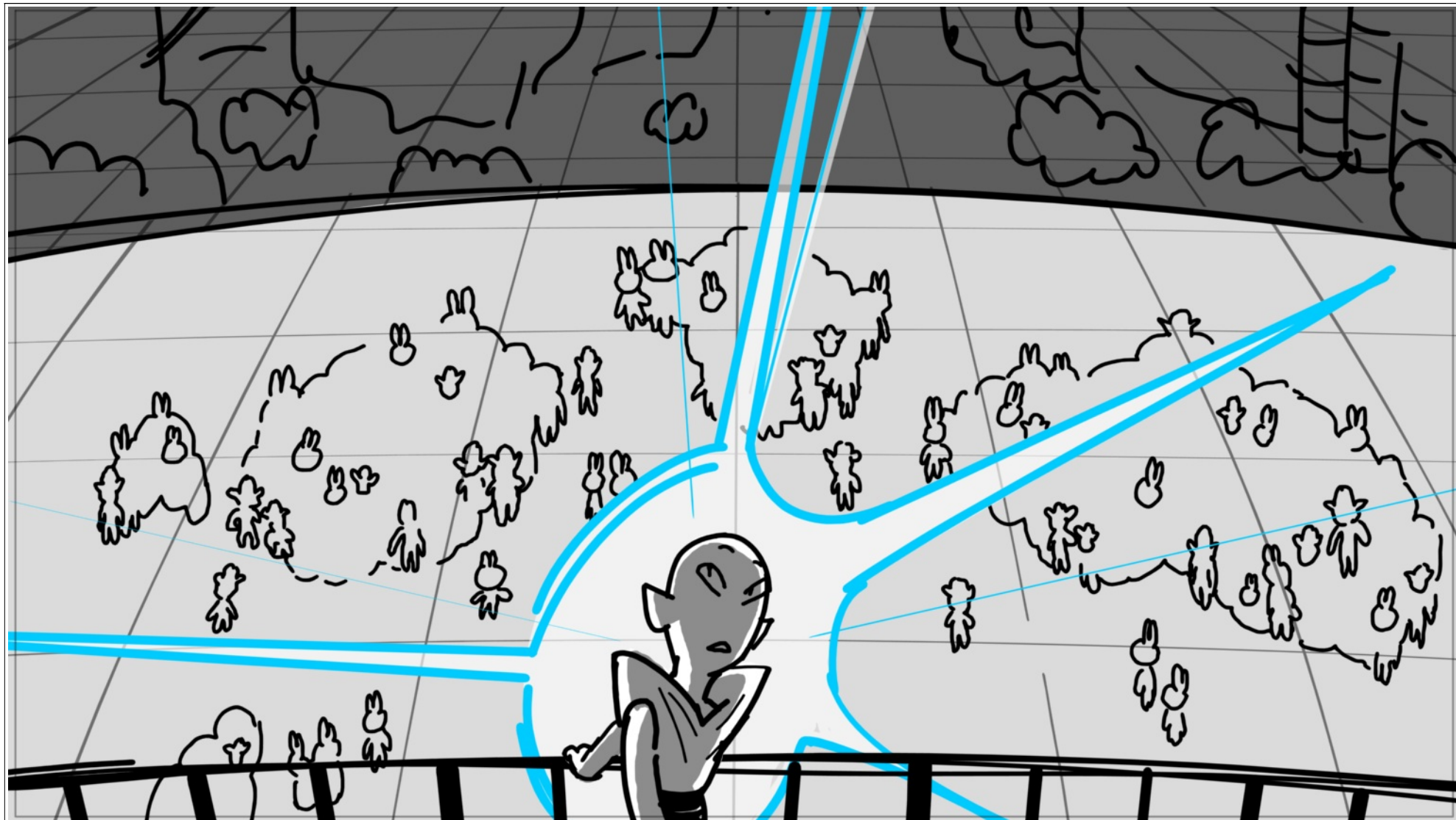


Scene	Duration	Panel	Duration
16	02:23	3	01:00



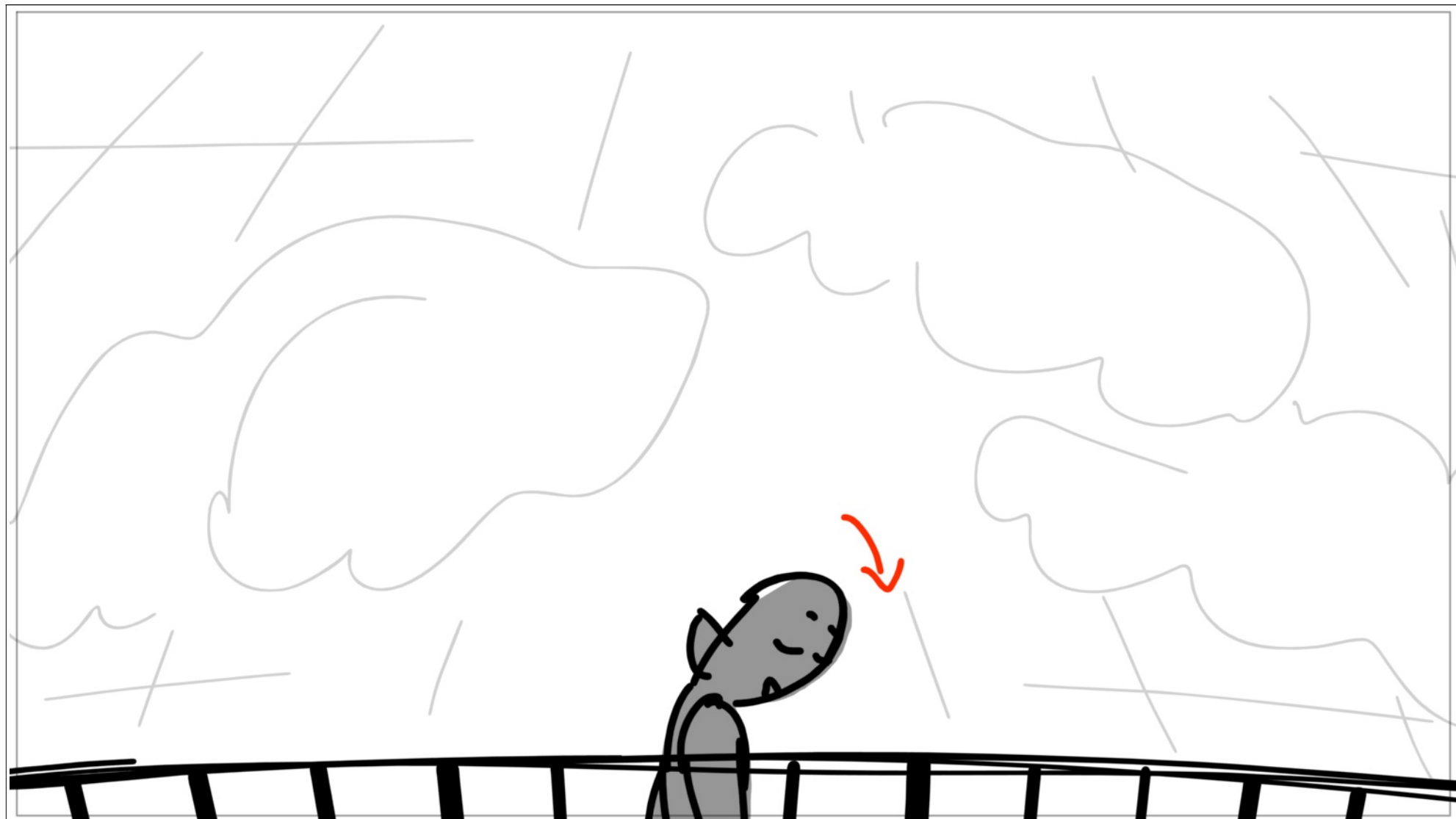


Scene	Duration	Panel	Duration
17	03:00	1	01:00



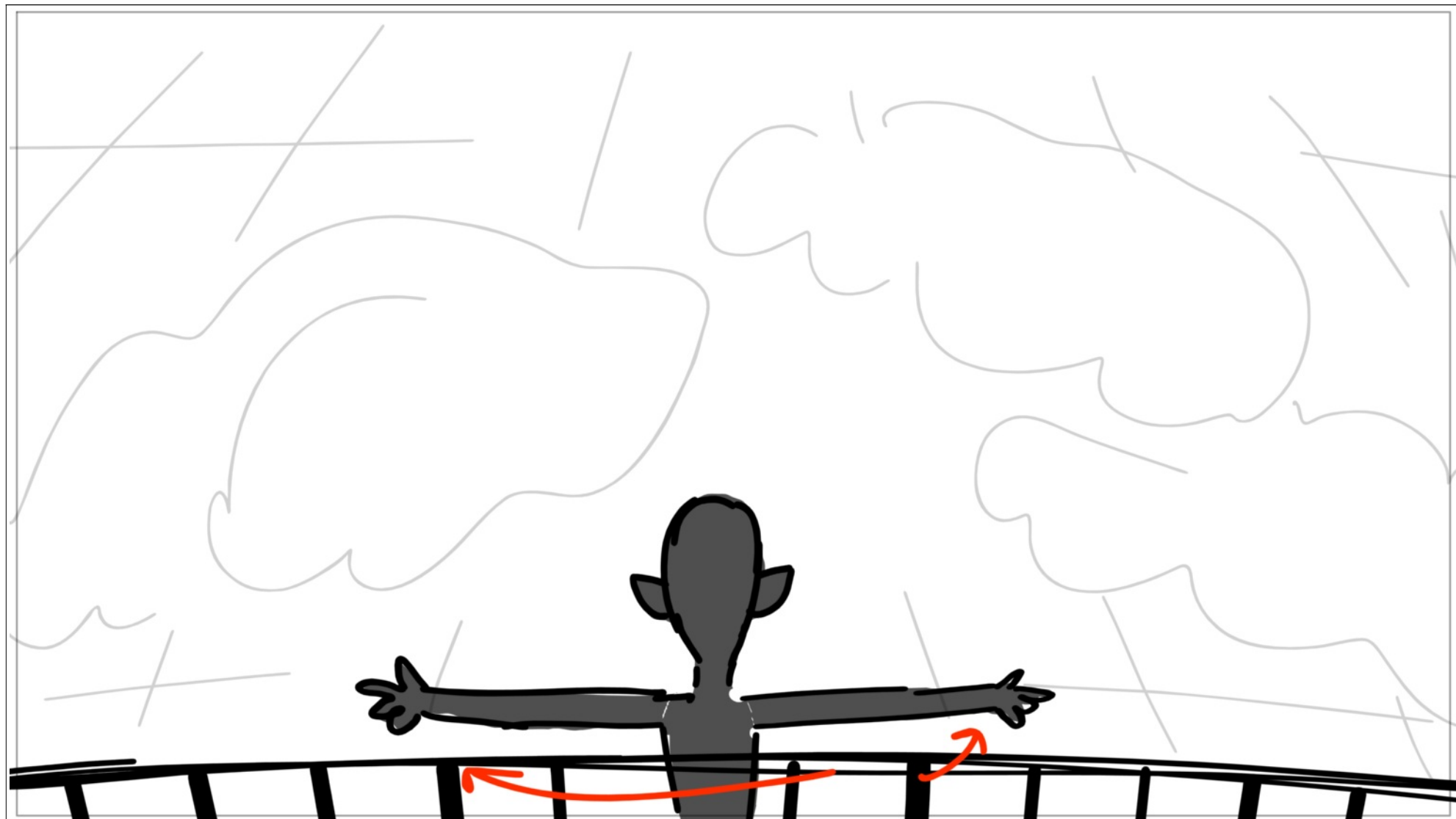


Scene	Duration	Panel	Duration
17	03:00	2	01:00



Dialog  
Hugo: ...It's true.

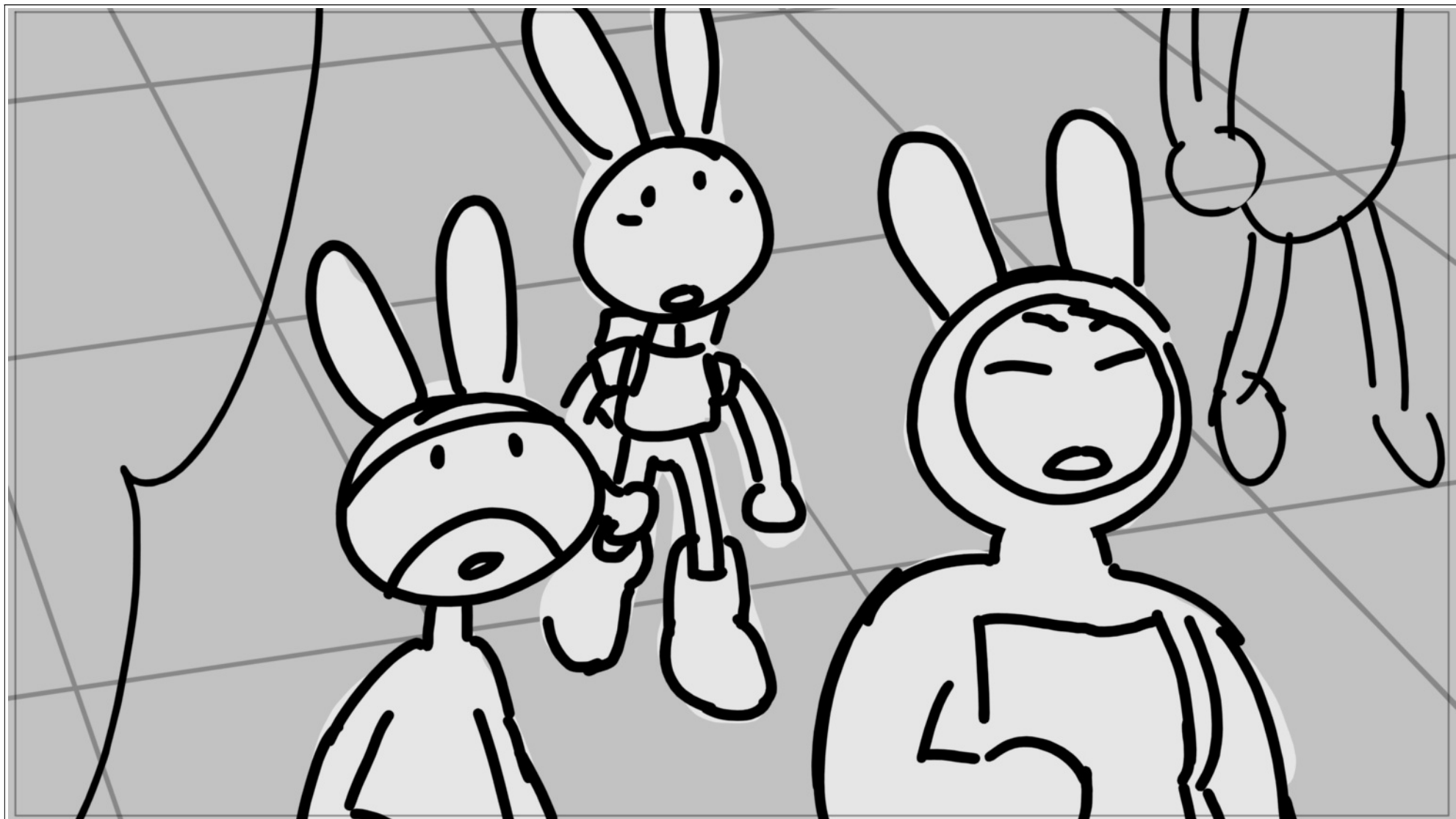
Scene	Duration	Panel	Duration
17	03:00	3	01:00



Dialog

H: Yes, the unity pod was always designed to save only myself--

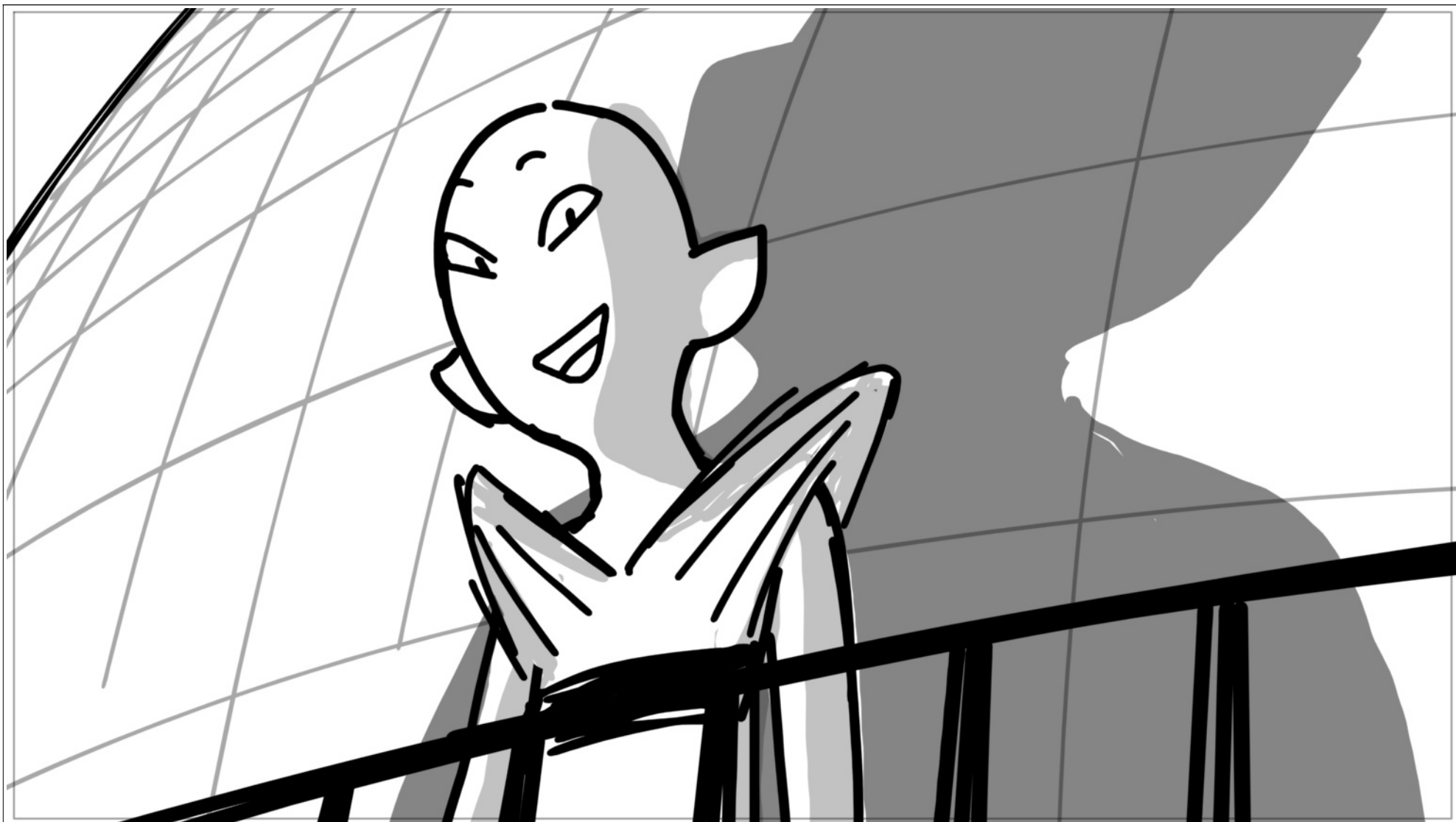
Scene	Duration	Panel	Duration
18	01:00	1	01:00



Dialog

H: (os) and a few lucky chosen.

Scene	Duration	Panel	Duration
19	03:00	1	01:00



Dialog

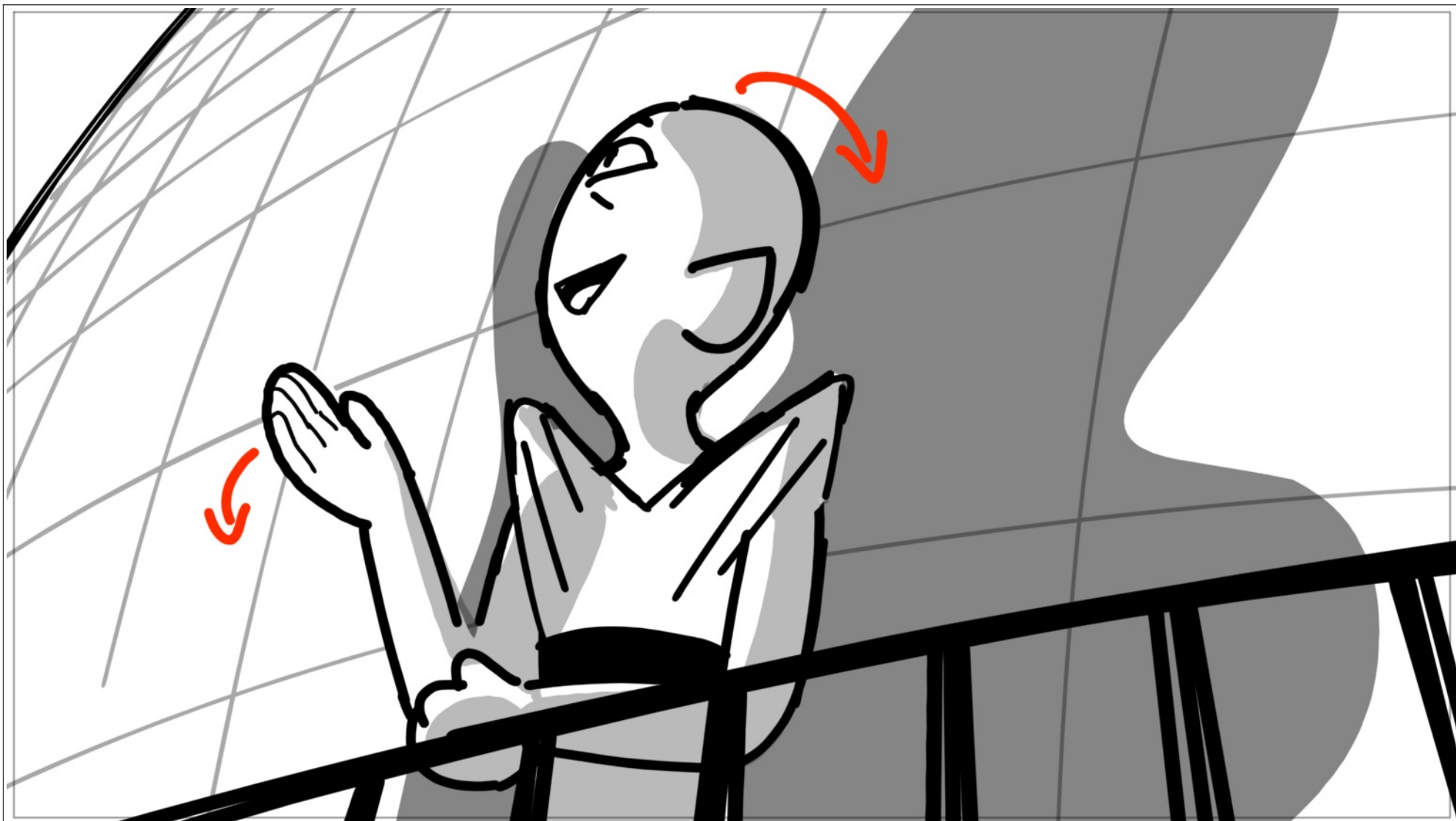
H: the rest of the Drift is--

Scene	Duration	Panel	Duration
19	03:00	2	01:00



Dialog  
H: well, it's unfortunate--

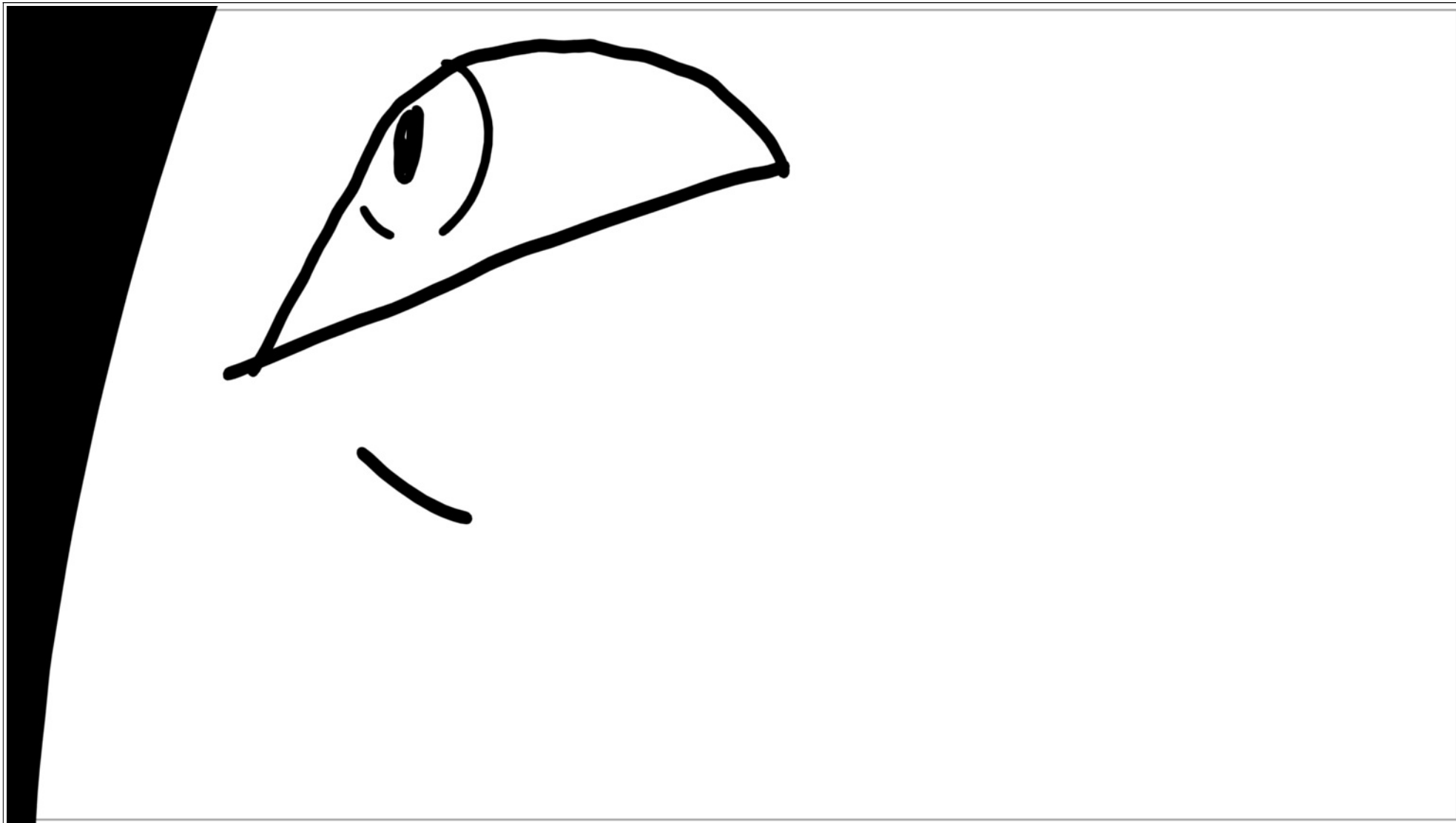
Scene	Duration	Panel	Duration
19	03:00	3	01:00



Dialog

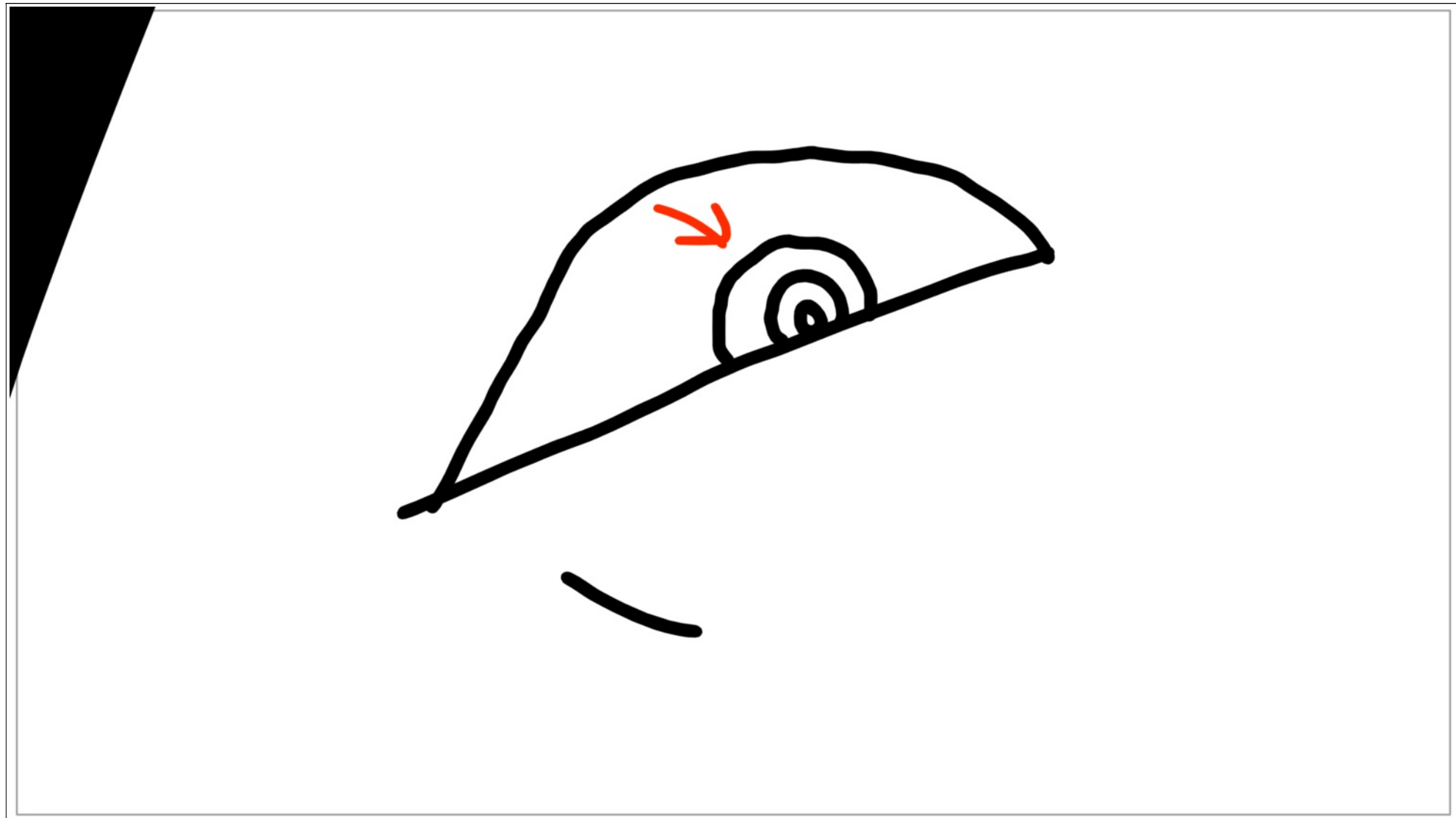
H: but it's only a bit of collateral damage in the grand scheme of things.

Scene	Duration	Panel	Duration
20	03:00	1	01:00





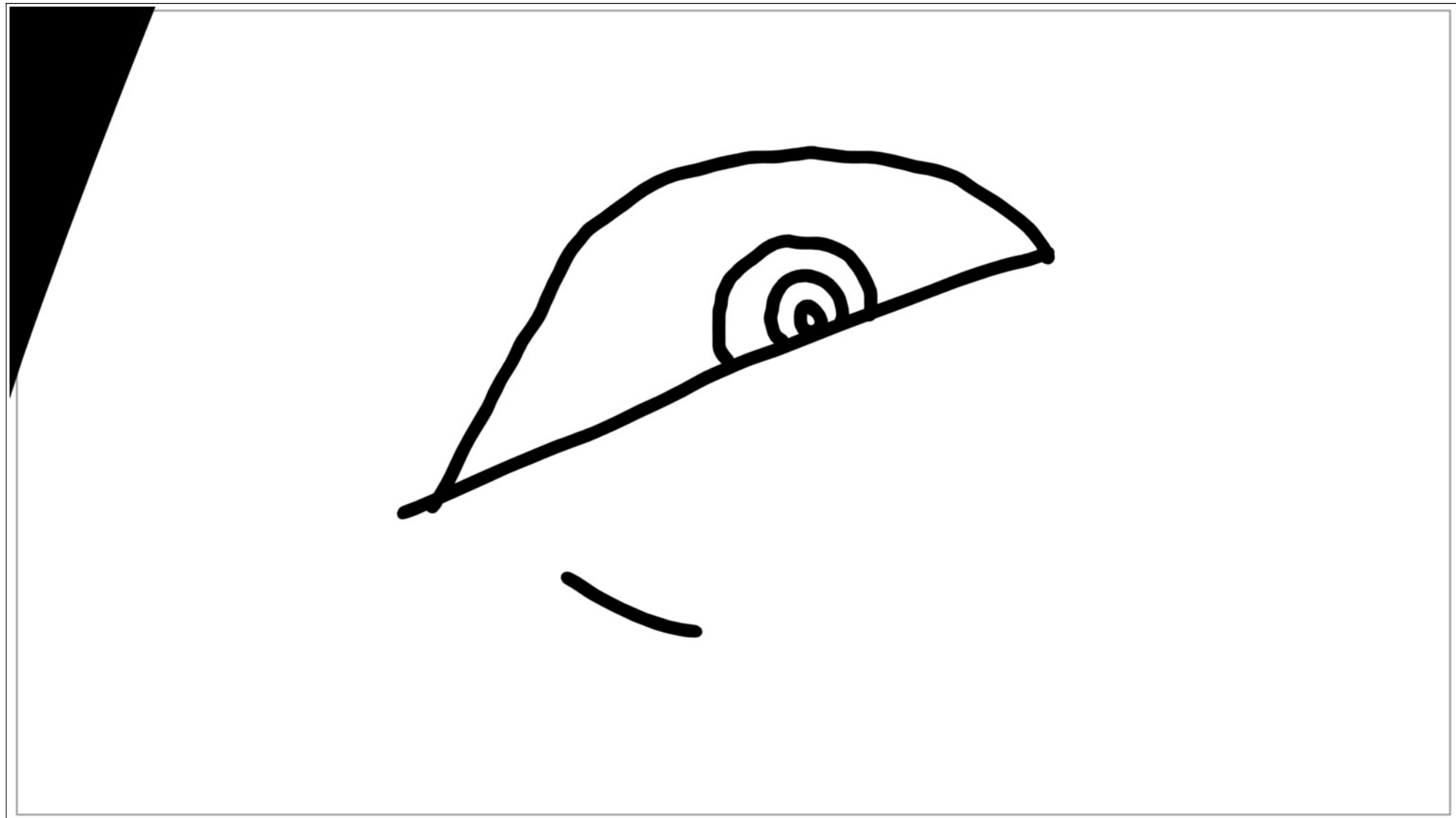
Scene	Duration	Panel	Duration
20	03:00	2	01:00



Dialog

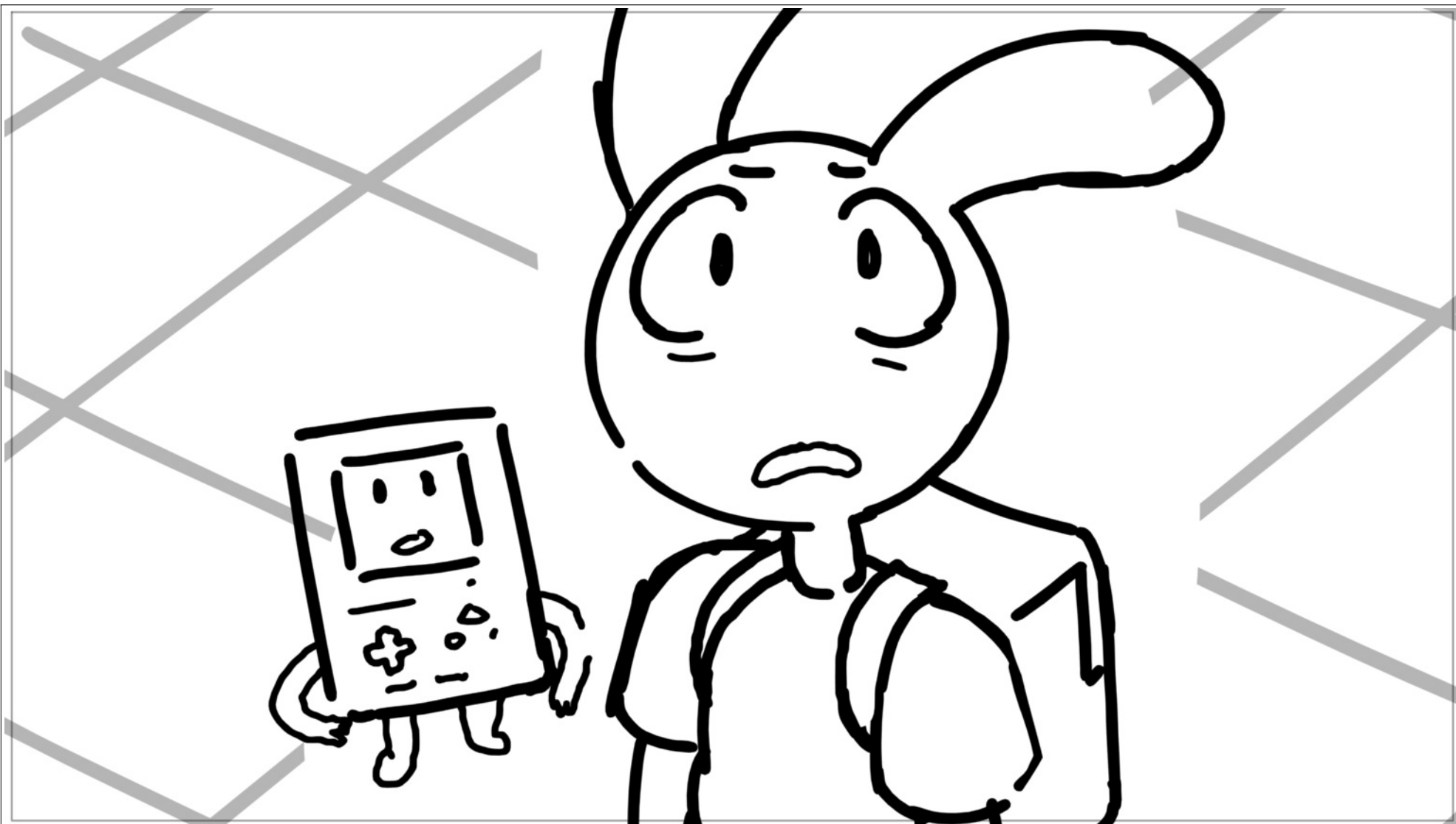
H: it is what it is.

Scene	Duration	Panel	Duration
20	03:00	3	01:00



Dialog  
H: it is what it is.

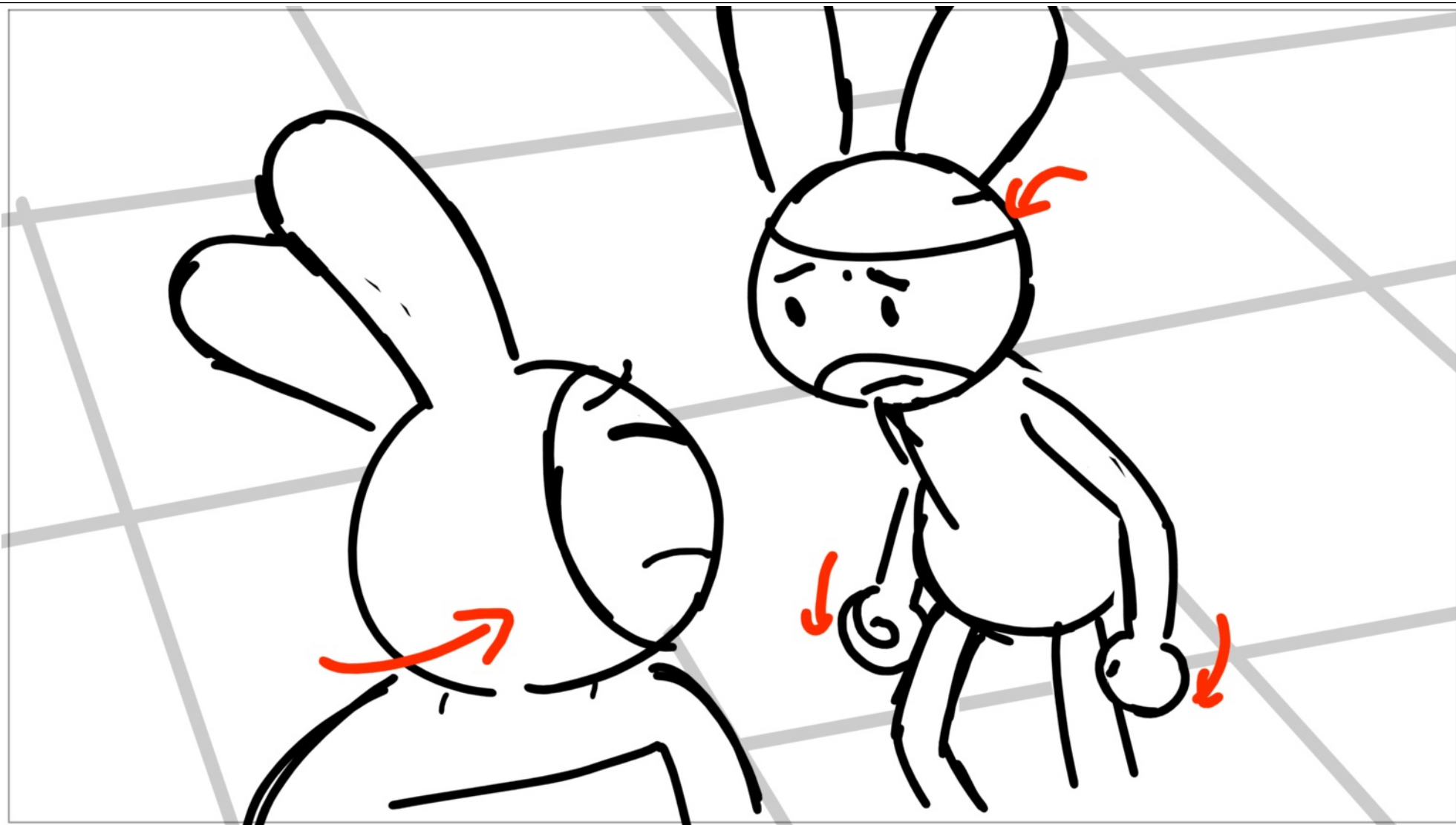
Scene	Duration	Panel	Duration
21	01:00	1	01:00



Scene	Duration	Panel	Duration
22	02:00	1	01:00



Scene	Duration	Panel	Duration
22	02:00	2	01:00



Scene	Duration	Panel	Duration
23	03:00	1	01:00



Dialog

H: besides, this can't all be on me.

Scene	Duration	Panel	Duration
23	03:00	2	01:00



Dialog

H: you all thought the unity pod sounded like a swell idea--



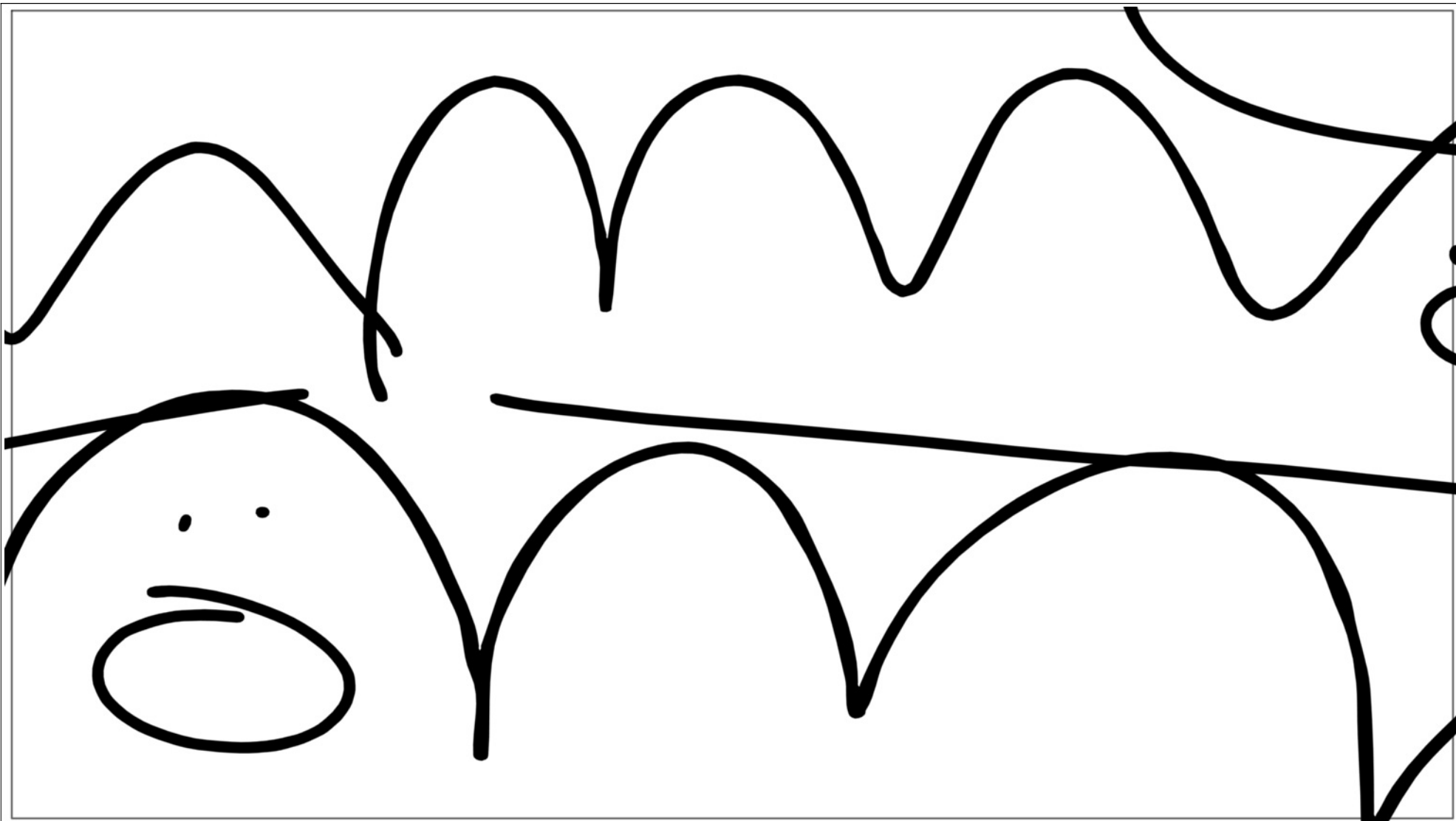
Scene	Duration	Panel	Duration
23	03:00	3	01:00



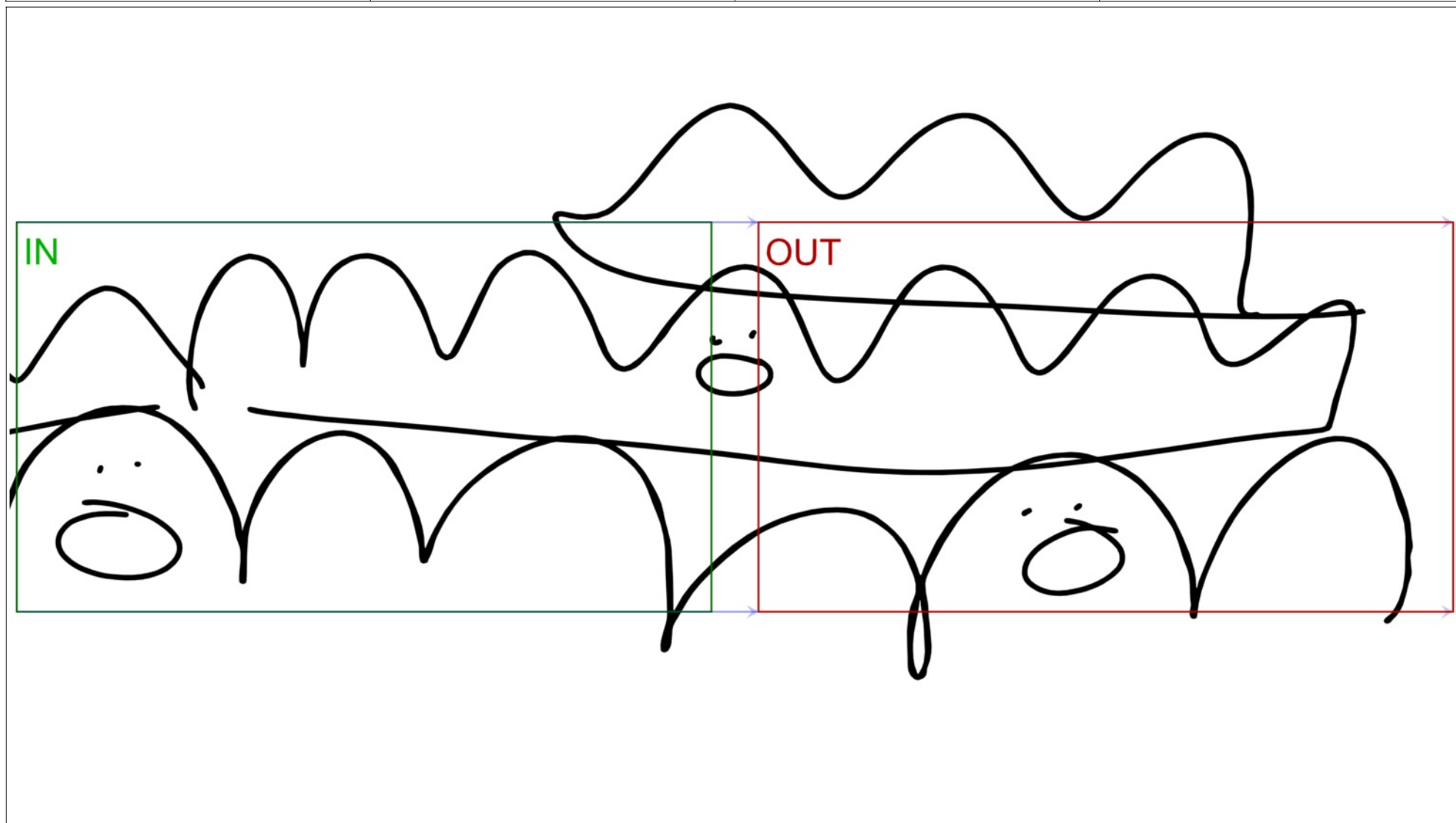
Dialog

H: as long as you were imagining yourselves inside it.

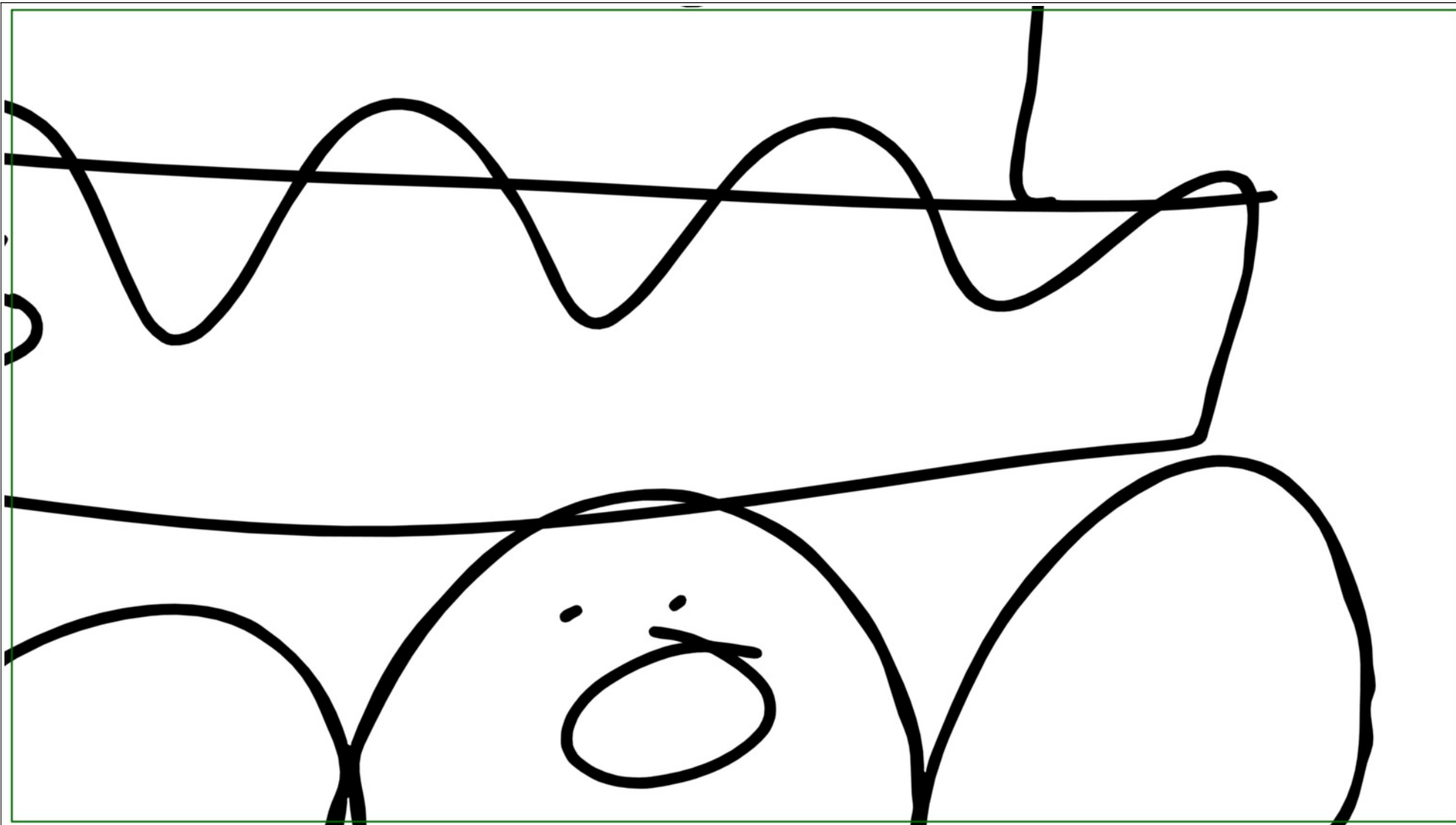
Scene	Duration	Panel	Duration
23_A	03:00	1	01:00



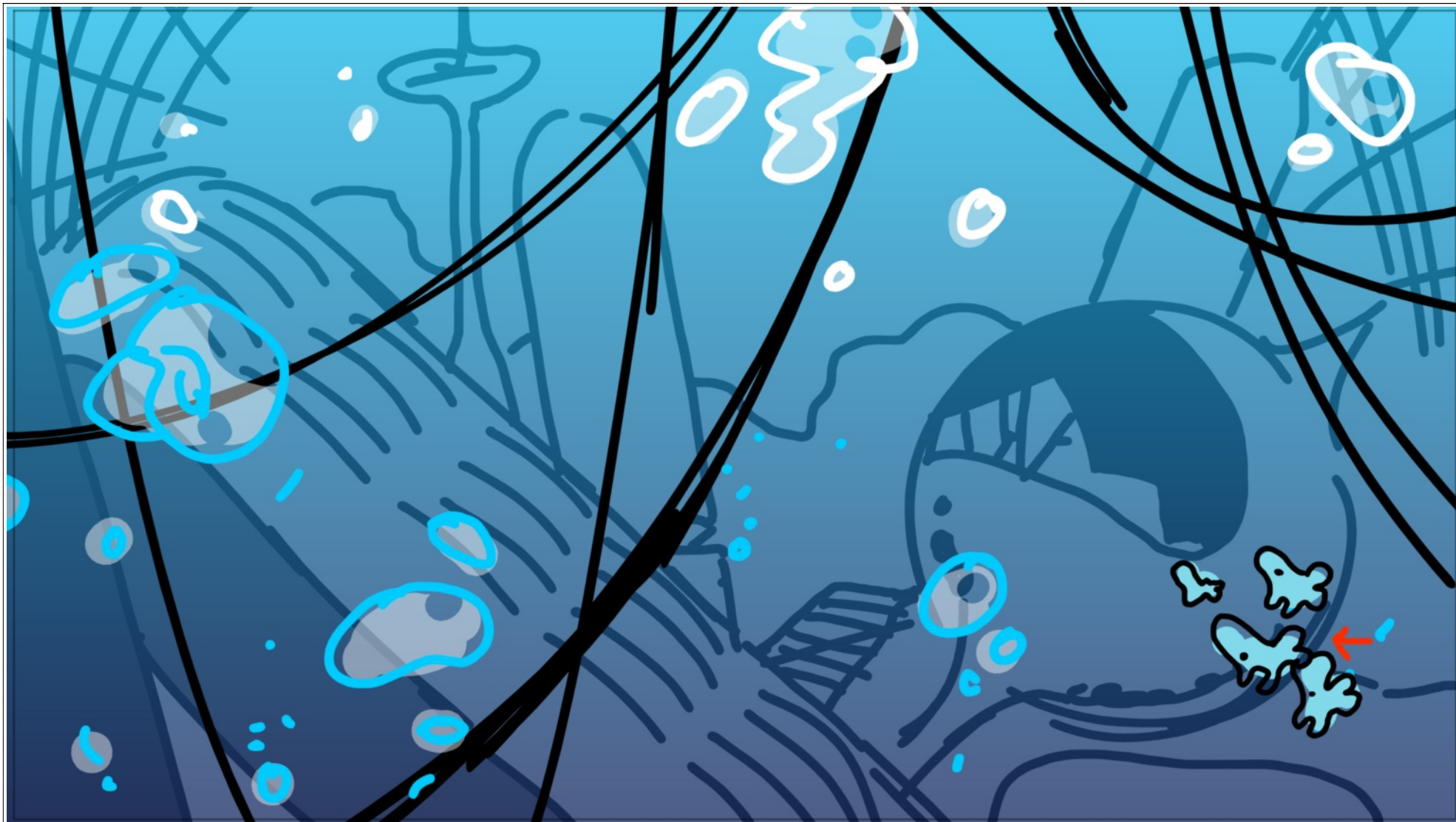
Scene	Duration	Panel	Duration
23_A	03:00	2	01:00



Scene	Duration	Panel	Duration
23_A	03:00	3	01:00



Scene	Duration	Panel	Duration
24	06:00	1	01:00

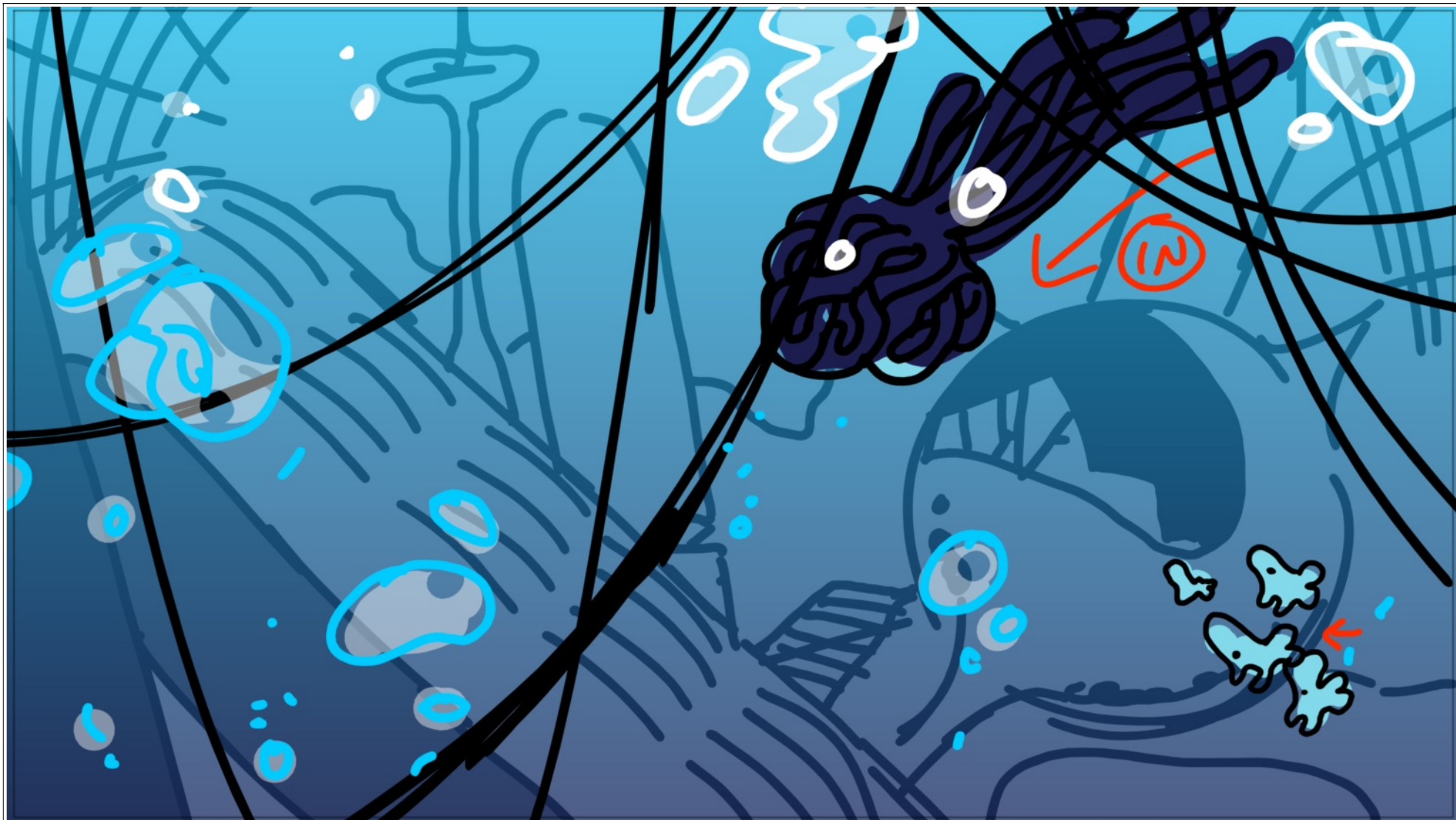


### Dialog

Hugo: you willingly looked the other way as the Drift fell apart, because it was the east thing to do.



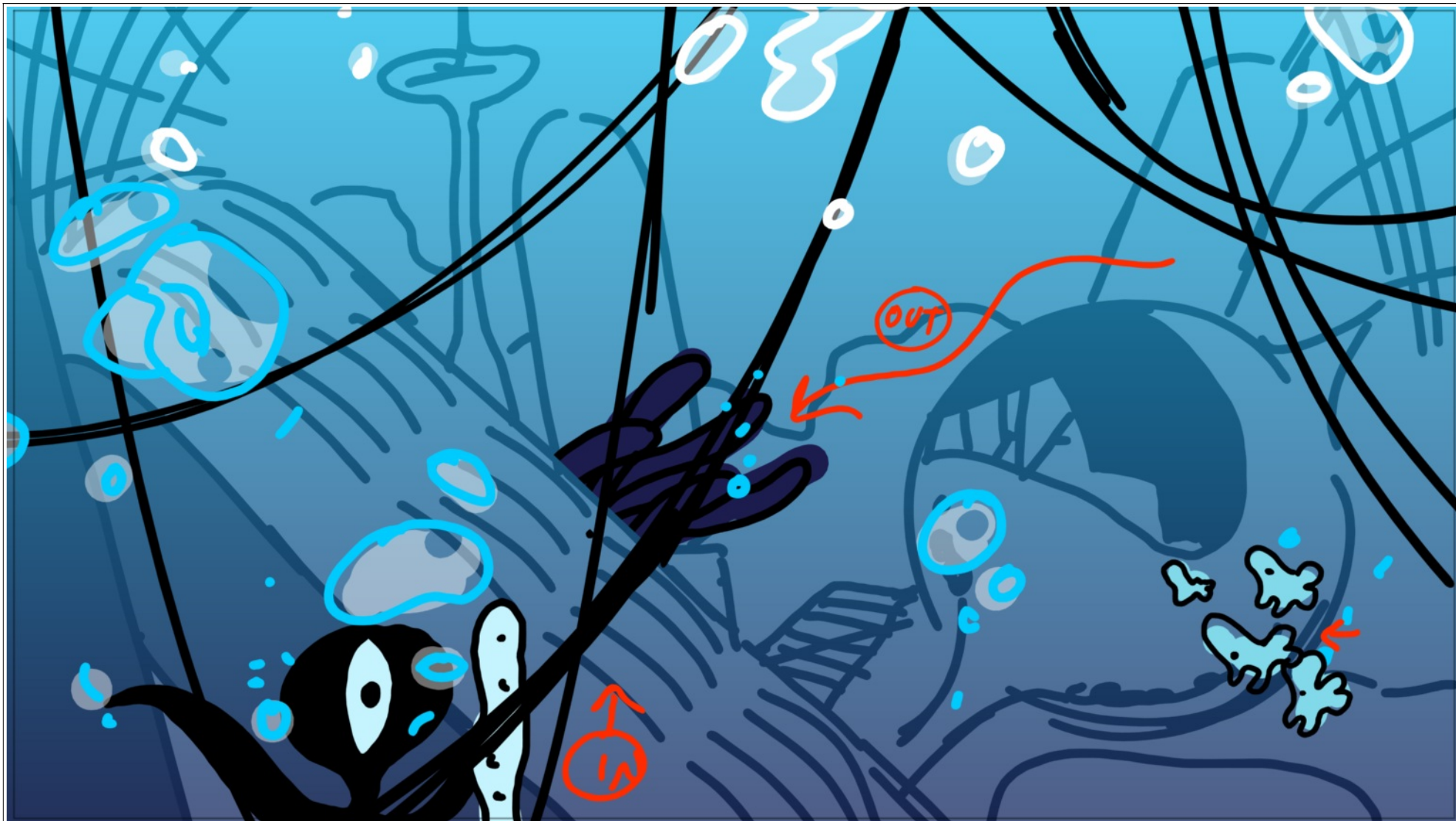
Scene	Duration	Panel	Duration
24	06:00	2	01:00



### Dialog

Hugo: you willingly looked the other way as the Drift fell apart, because it was the east thing to do.

Scene	Duration	Panel	Duration
24	06:00	3	01:00



### Dialog

Hugo: you willingly looked the other way as the Drift fell apart, because it was the east thing to do.



Scene	Duration	Panel	Duration
	24	06:00	4
			01:00



### Dialog

Hugo: you willingly looked the other way as the Drift fell apart, because it was the east thing to do.

Scene	Duration	Panel	Duration
24	06:00	5	01:00

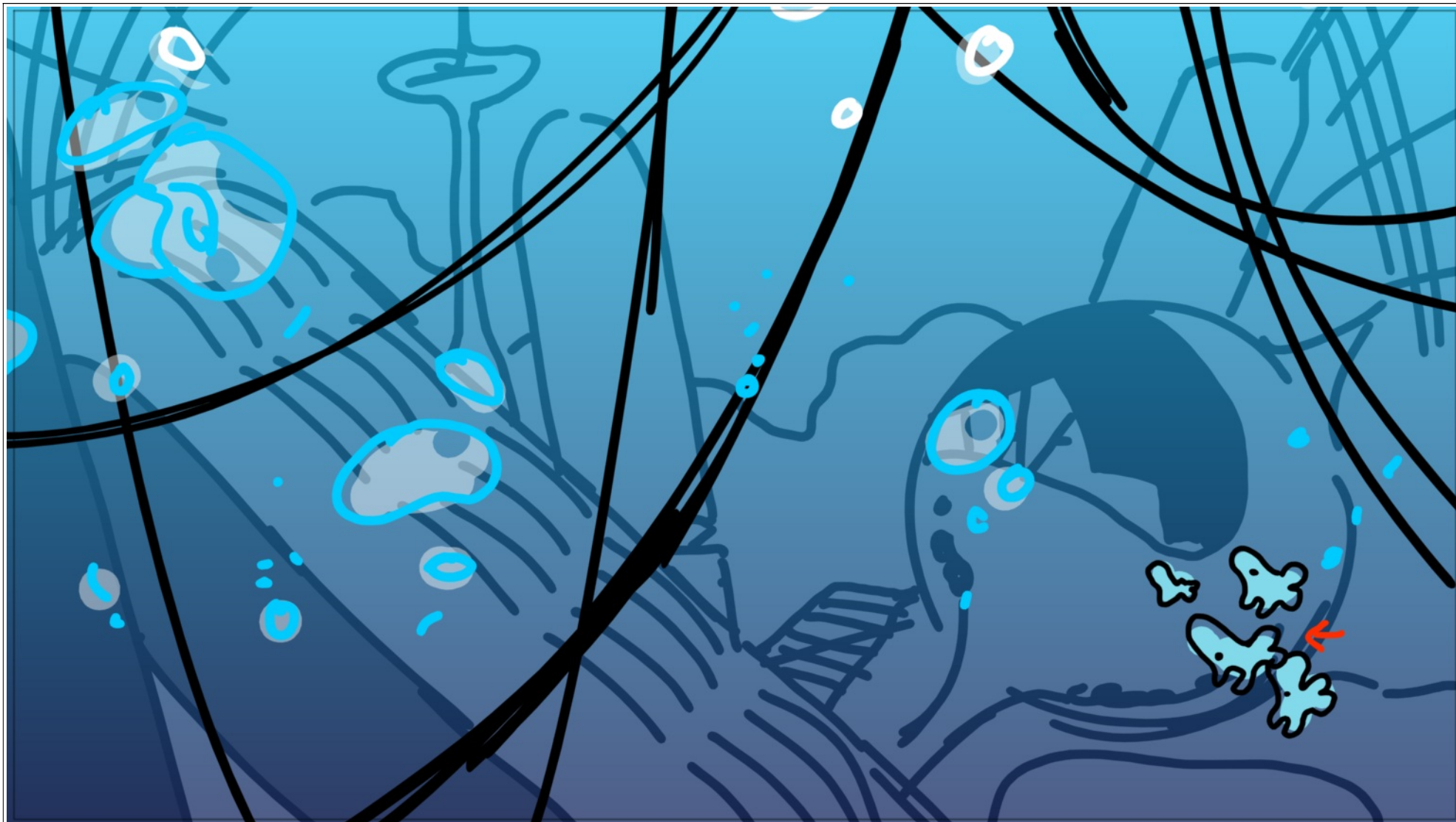


### Dialog

Hugo: you willingly looked the other way as the Drift fell apart, because it was the east thing to do.



Scene	Duration	Panel	Duration
24	06:00	6	01:00



### Dialog

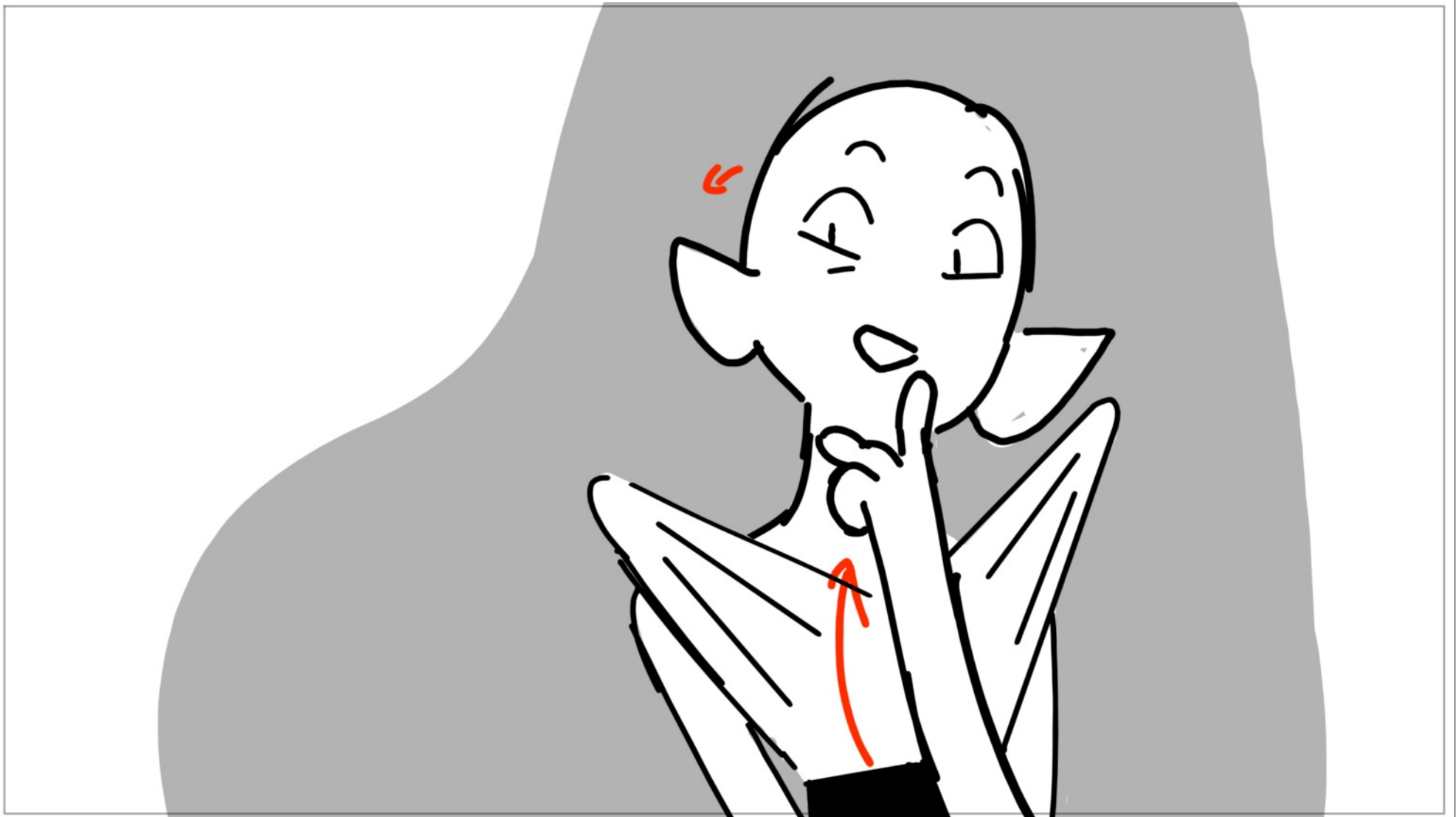
Hugo: you willingly looked the other way as the Drift fell apart, because it was the east thing to do.

Scene	Duration	Panel	Duration
25	03:00	1	01:00



Dialog  
Hugo: meanwhile--

Scene	Duration	Panel	Duration
25	03:00	2	01:00



Dialog

Hugo: \*I\* was making the hard decisions.

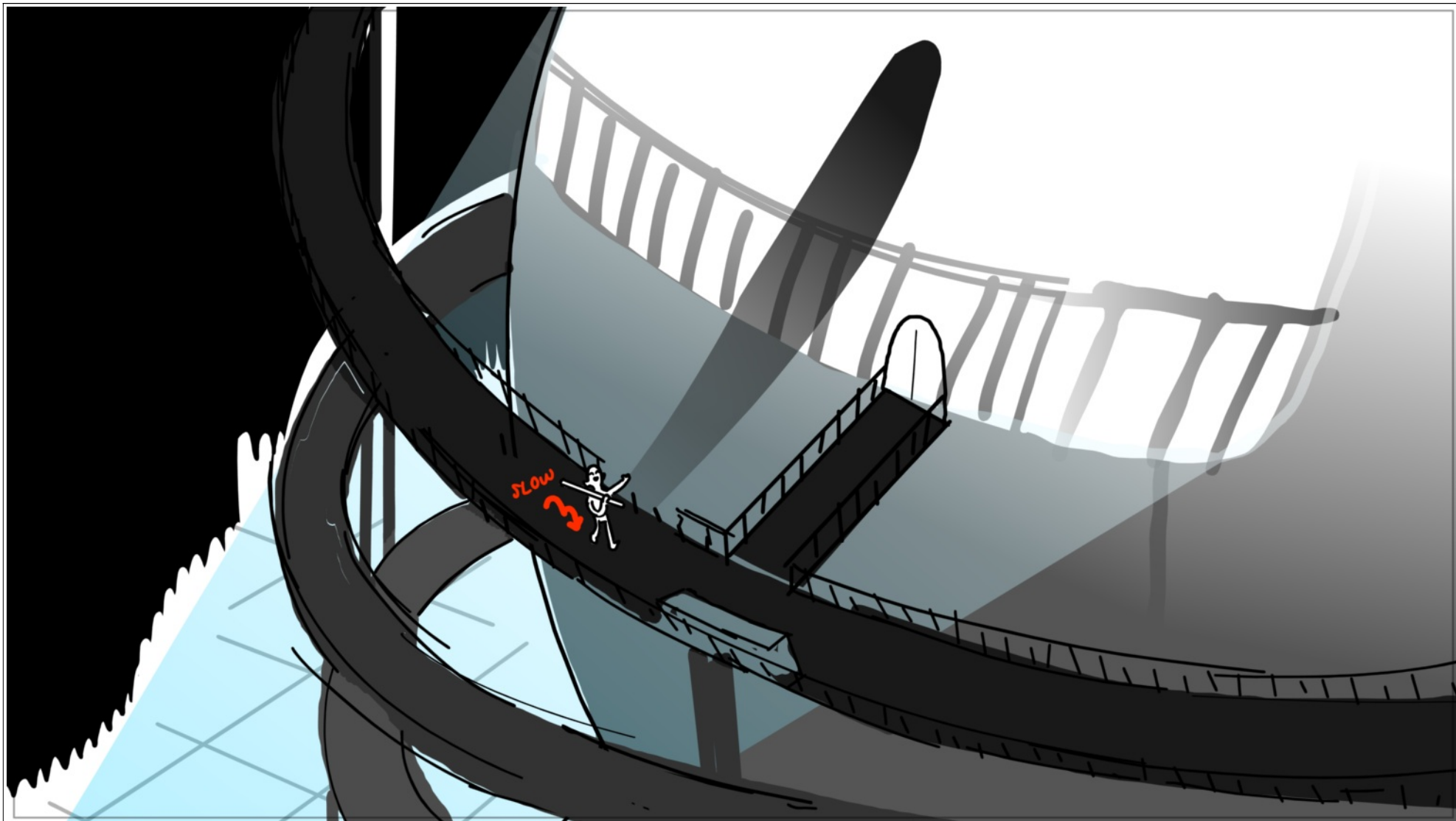
Scene	Duration	Panel	Duration
25	03:00	3	01:00



Dialog

Hugo: \*I\* was making the hard decisions.

Scene	Duration	Panel	Duration
27	03:00	1	01:00

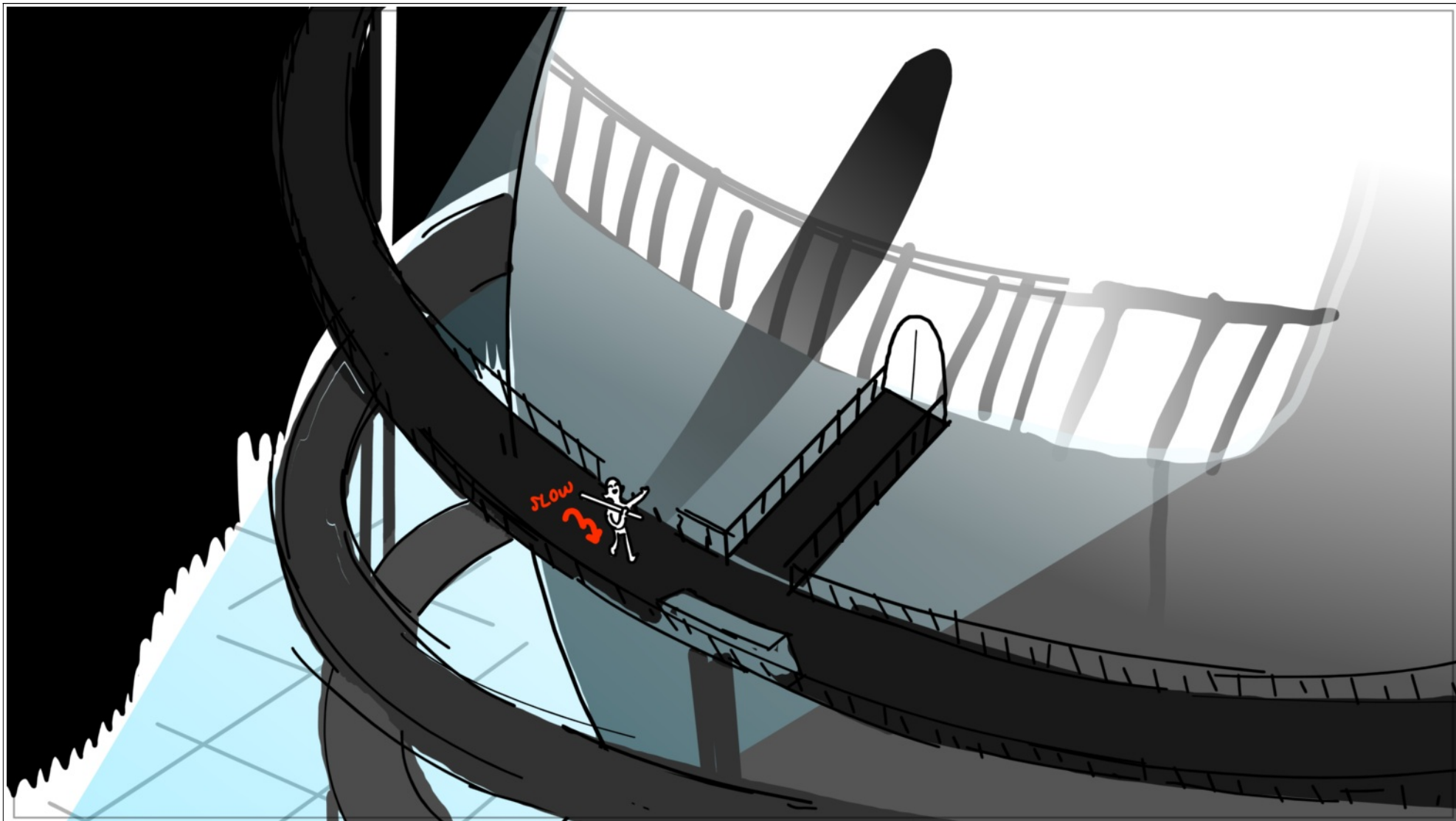


Dialog

Hugo: but if anyone was offended by my actions--



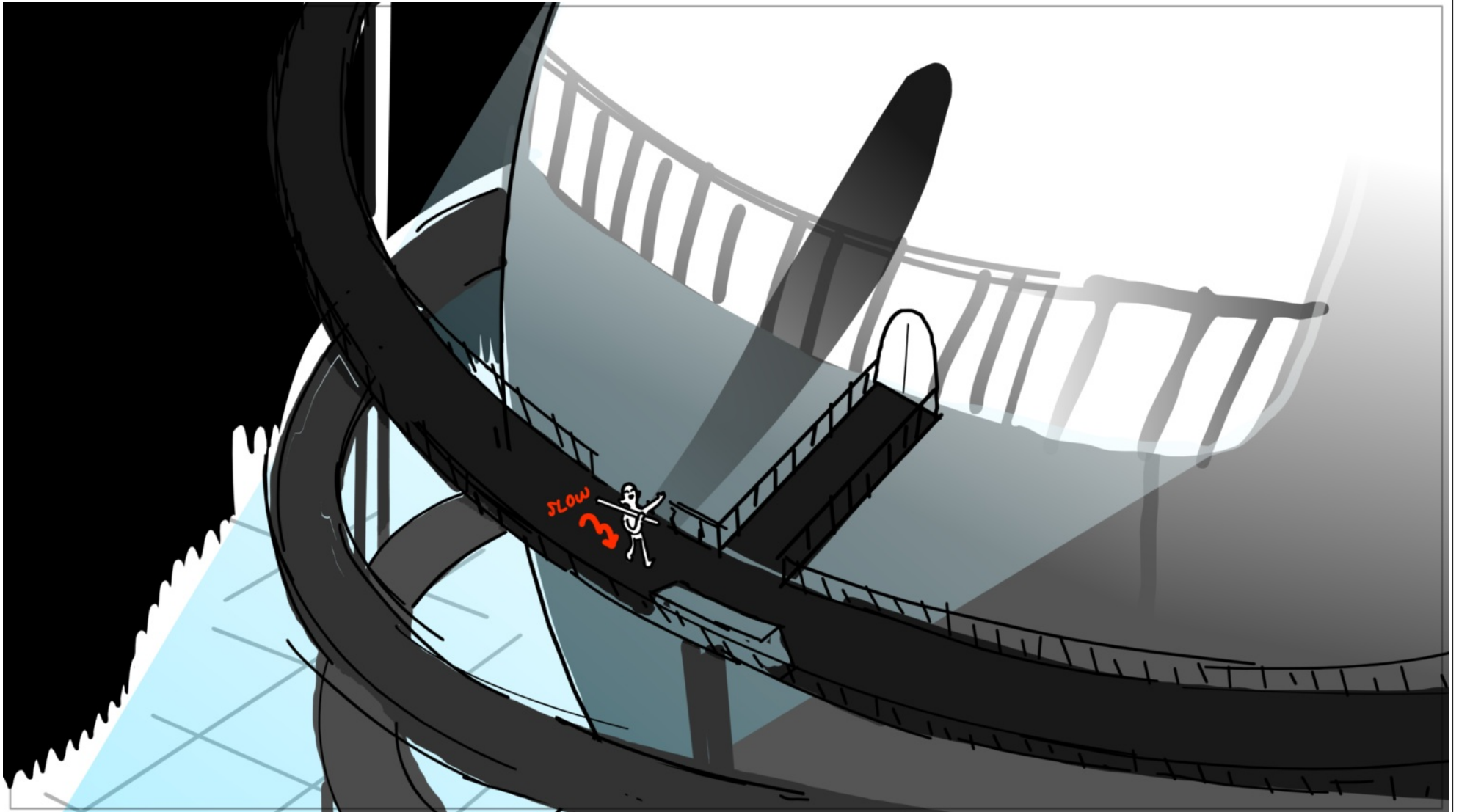
Scene	Duration	Panel	Duration
27	03:00	2	01:00



Dialog

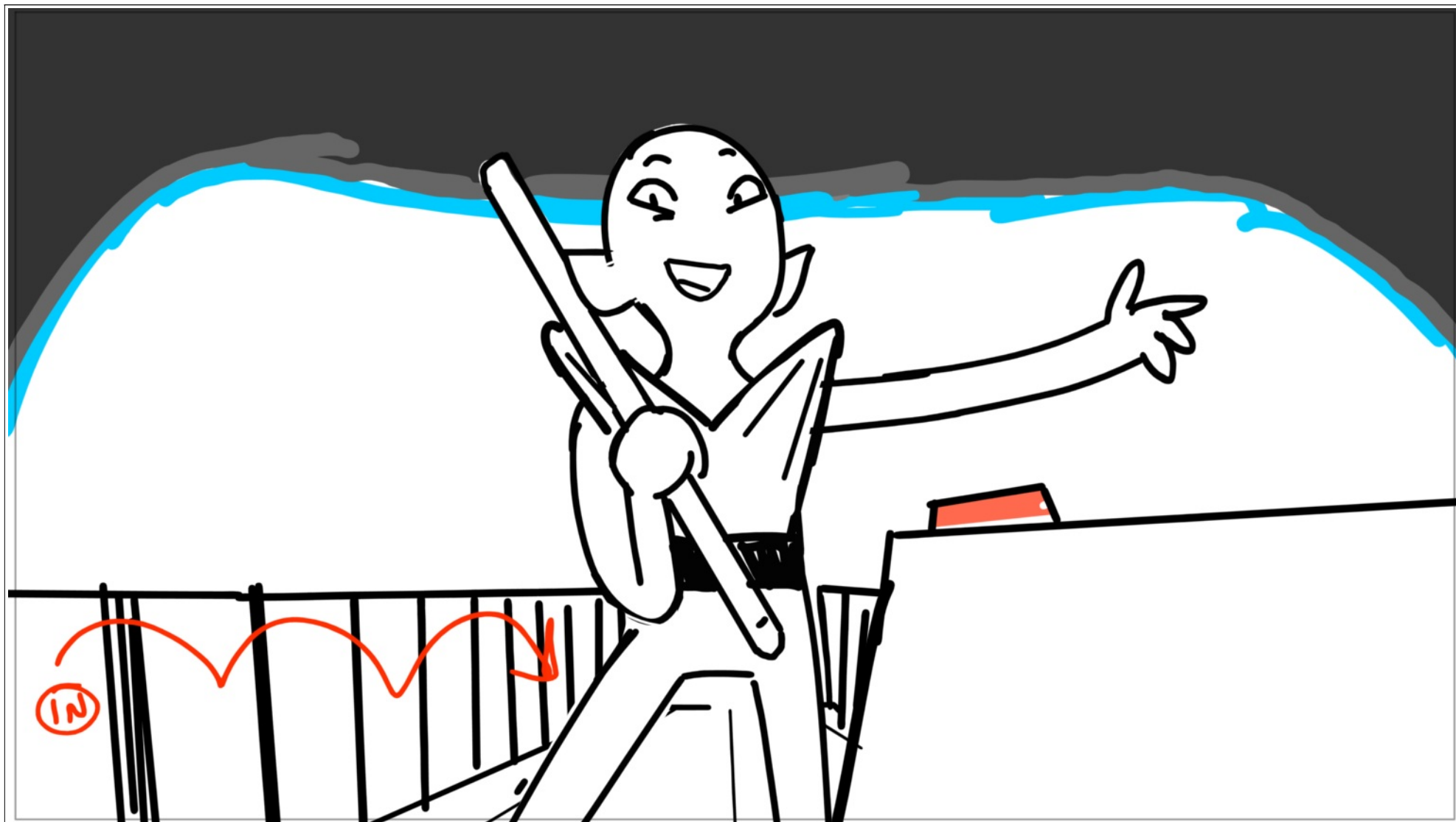
Hugo: but if anyone was offended by my actions--

Scene	Duration	Panel	Duration
27	03:00	3	01:00



Dialog  
Hugo: but if anyone was offended by my actions--

Scene	Duration	Panel	Duration
28	07:00	1	01:00



Dialog

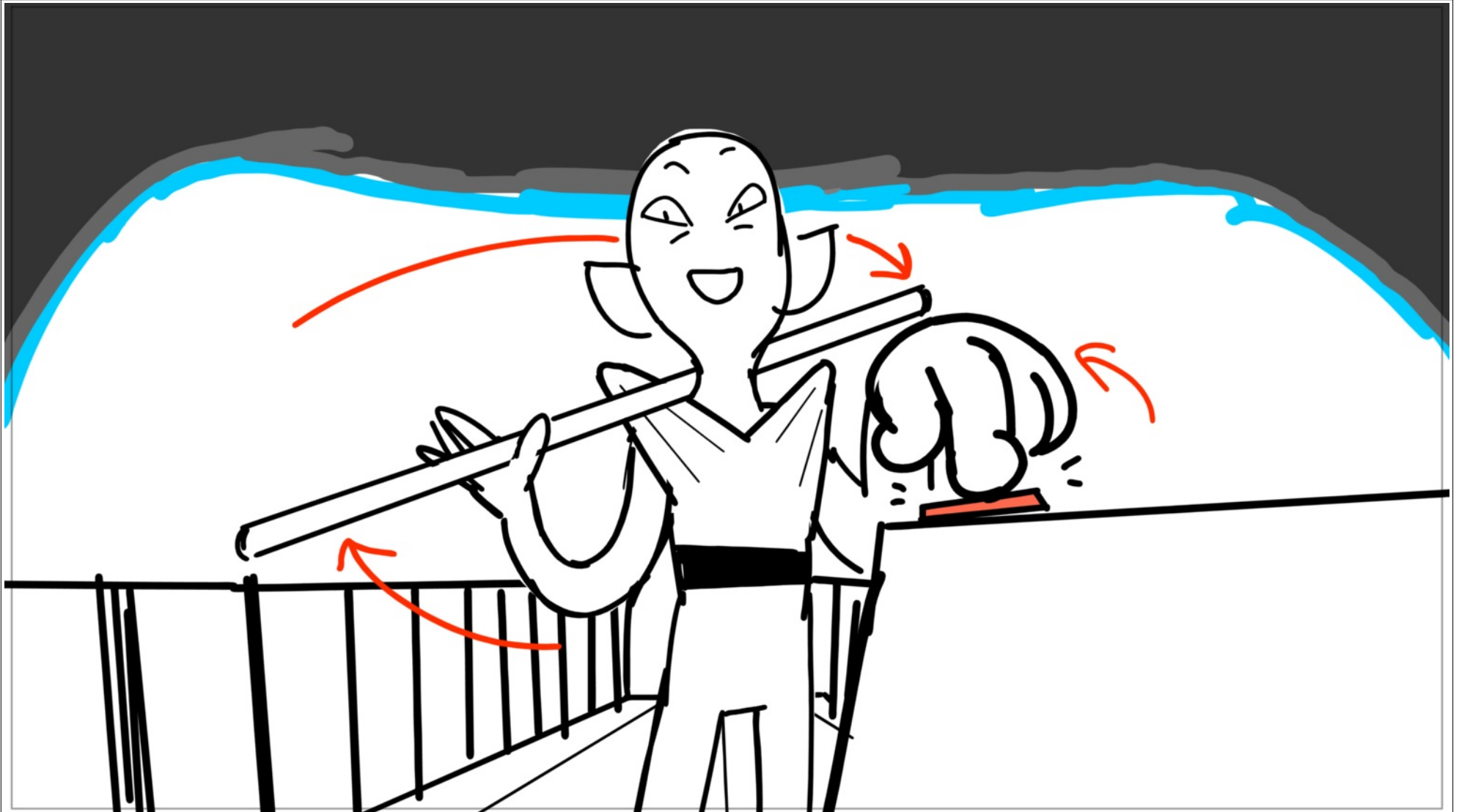
Hugo: i'm truly regretful.

Scene	Duration	Panel	Duration
28	07:00	2	01:00



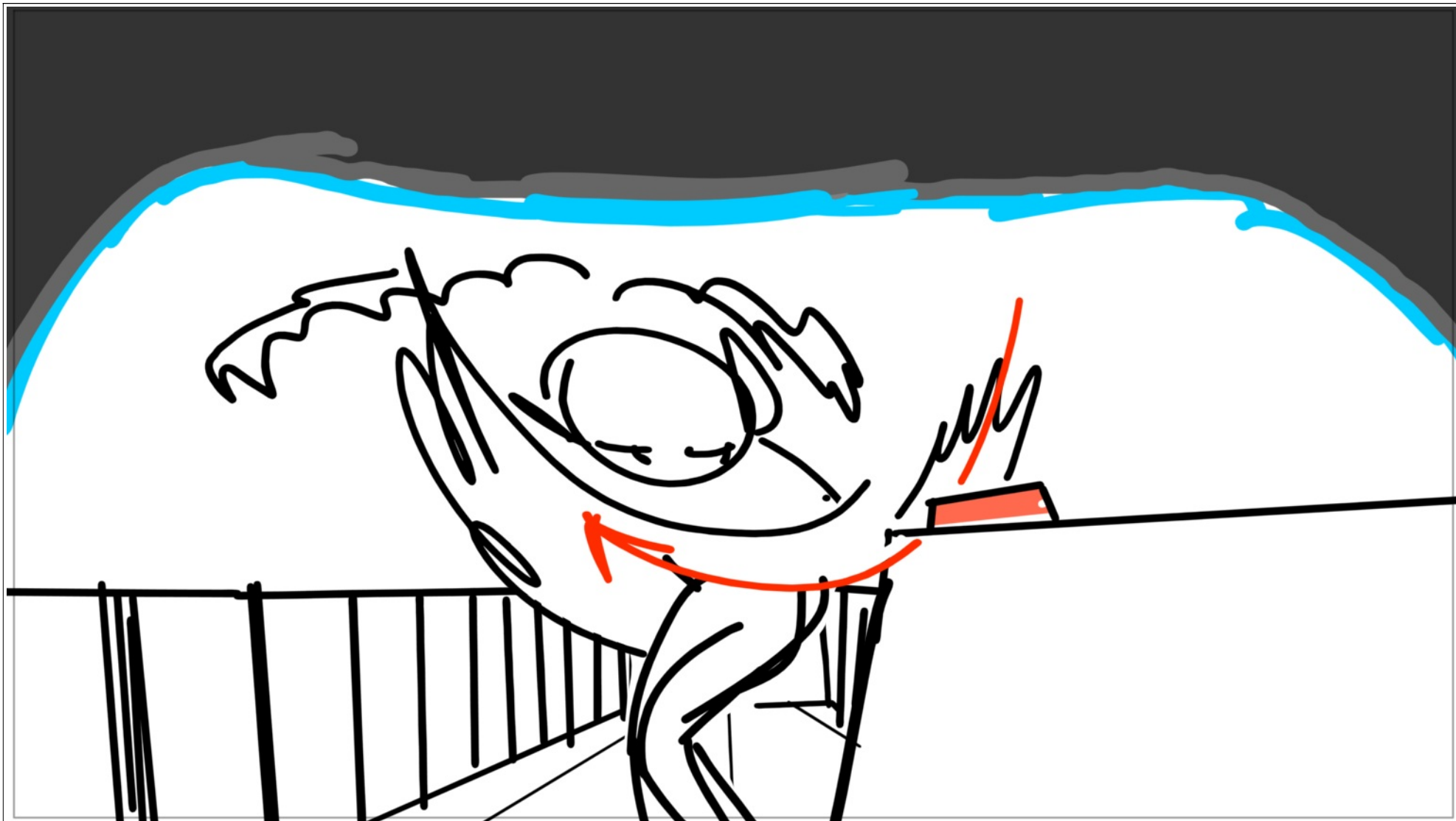
Action Notes  
satisfied pause

Scene	Duration	Panel	Duration
28	07:00	3	01:00



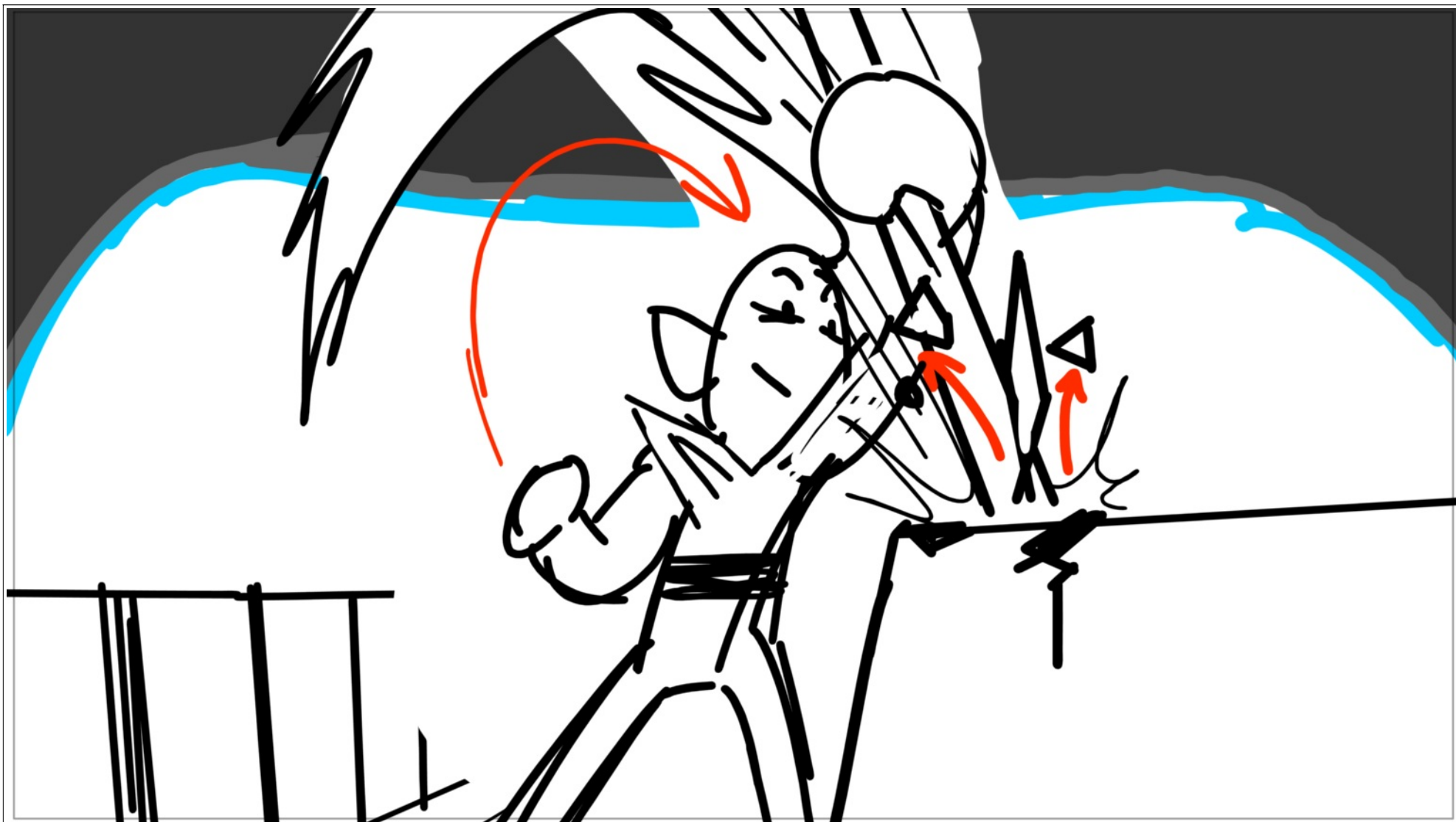
Dialog  
Hugo: Well, bye!

Scene	Duration	Panel	Duration
28	07:00	4	01:00





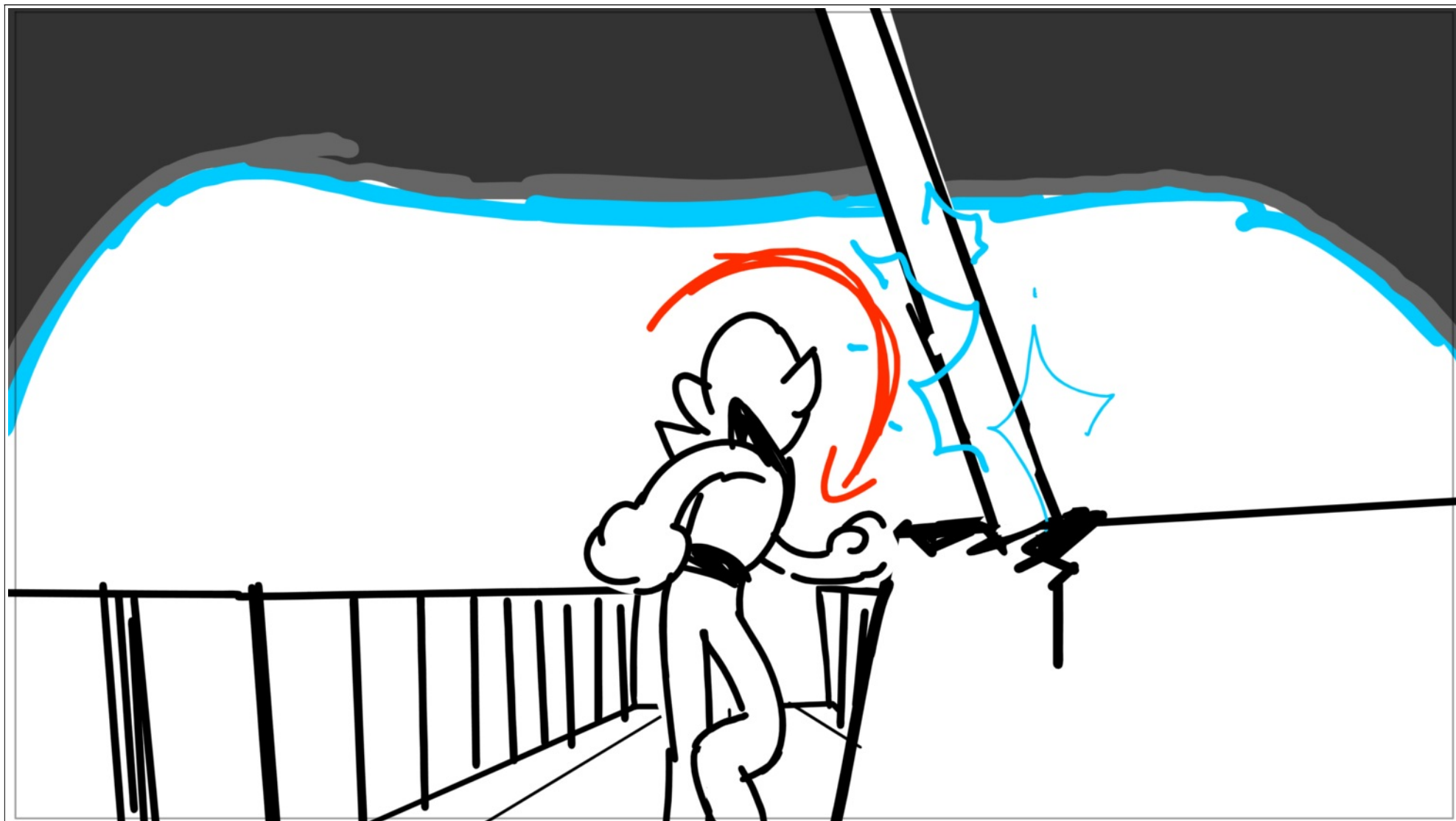
Scene	Duration	Panel	Duration
28	07:00	5	01:00



Dialog  
sfx: [CRUNCH]

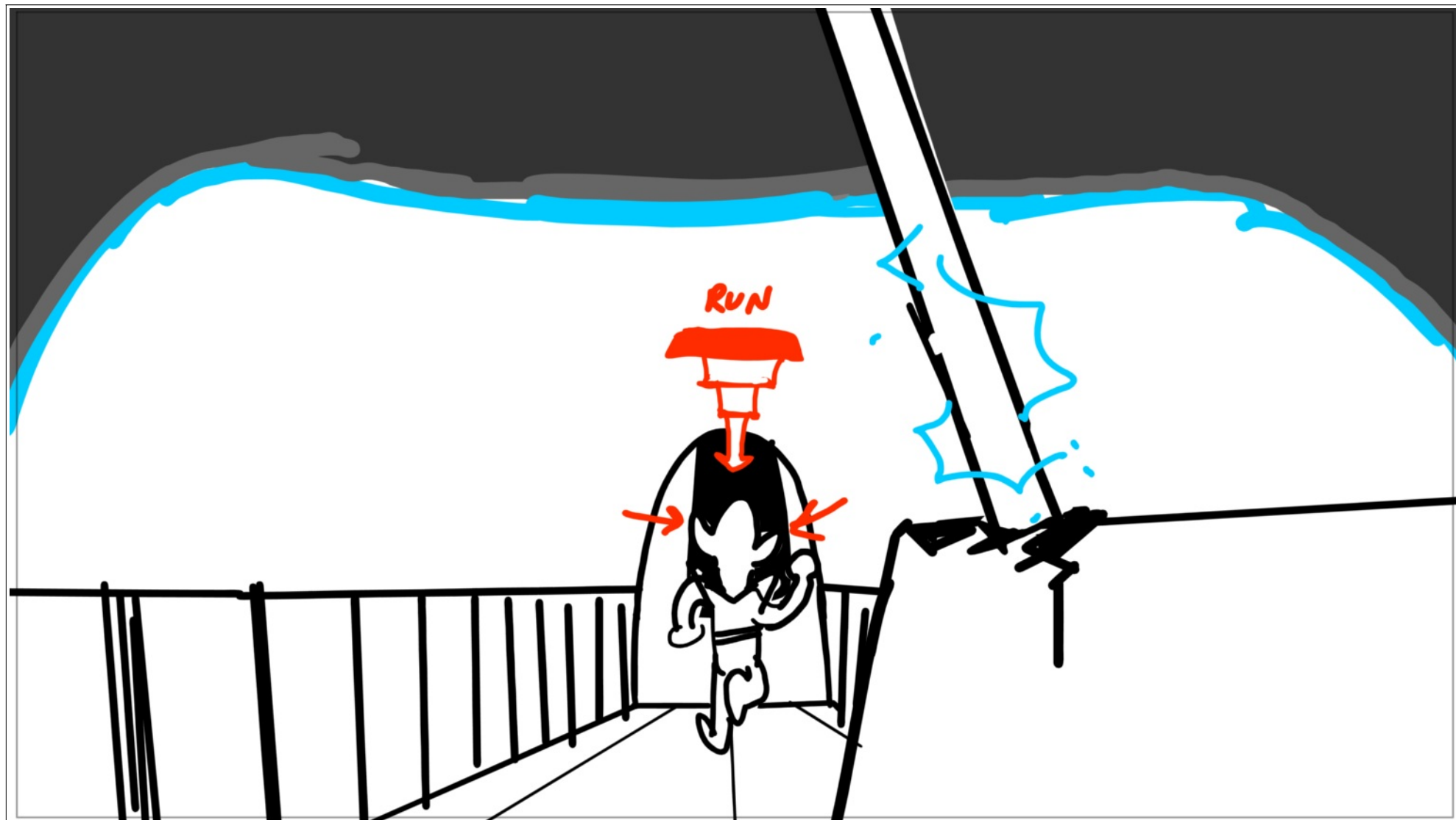


Scene	Duration	Panel	Duration
28	07:00	6	01:00



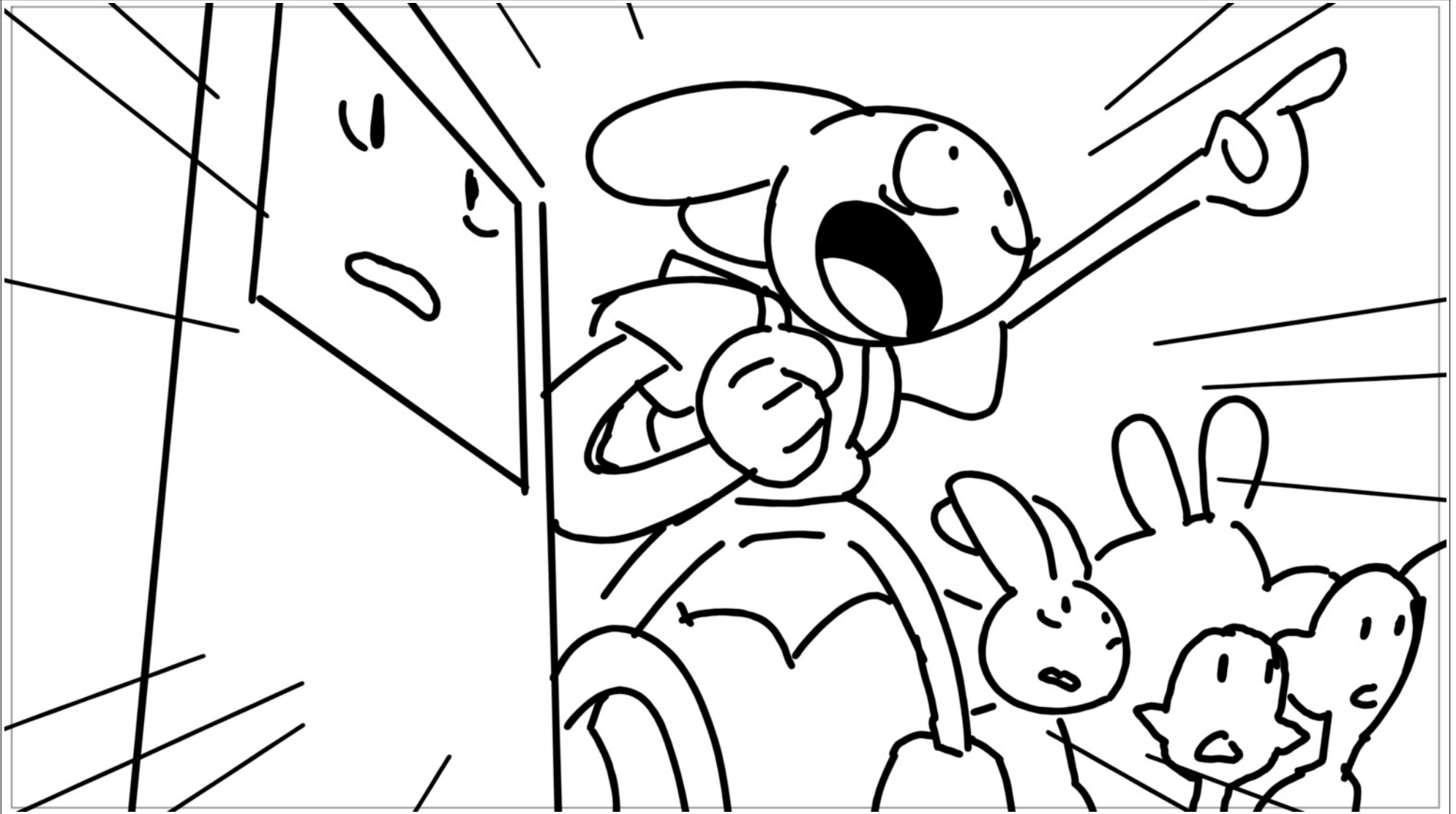
Dialog  
sfx: [bzzt bzzt]

Scene	Duration	Panel	Duration
28	07:00	7	01:00



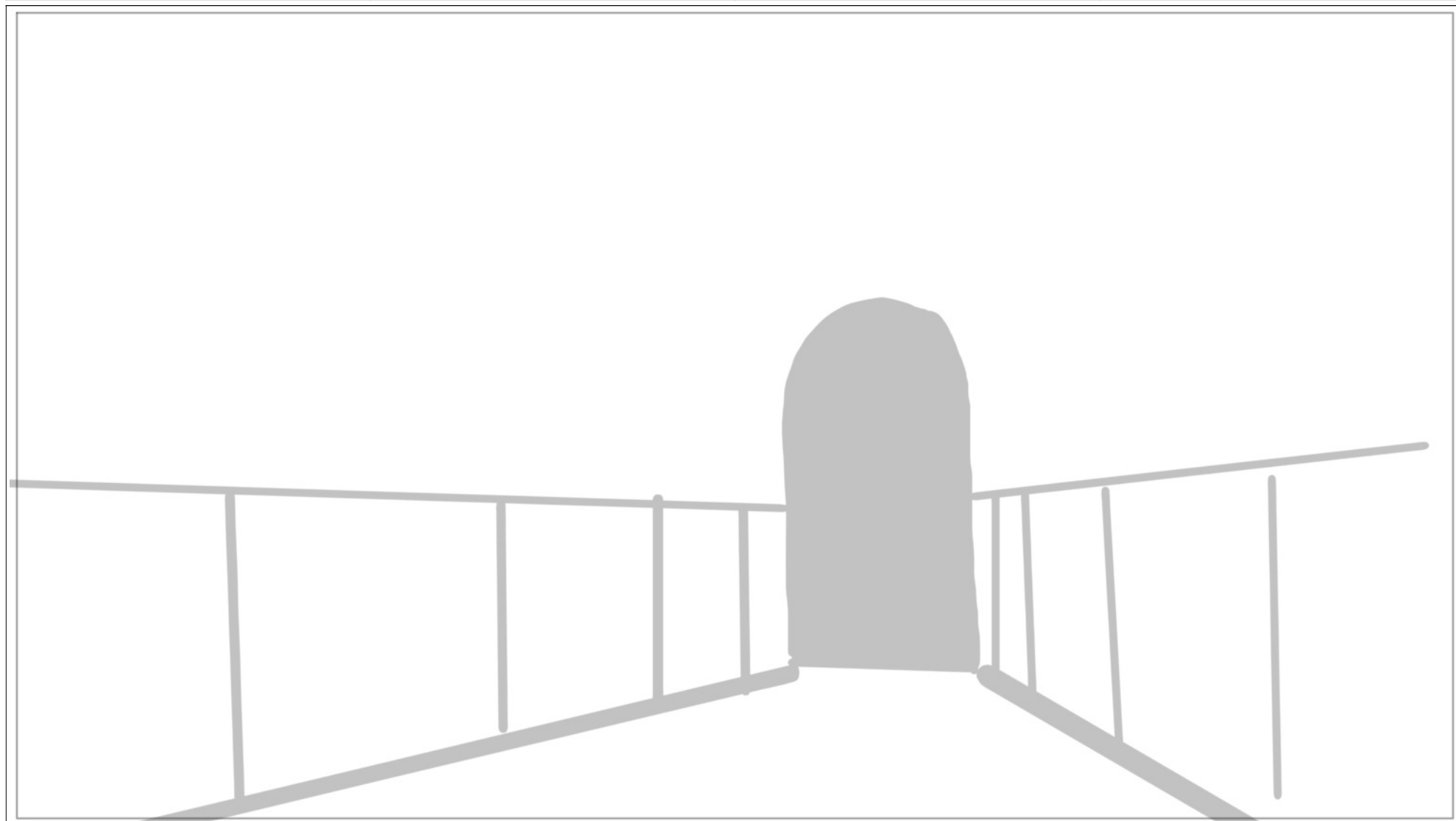
Dialog  
sfx: [bzzt bzzt]

Scene	Duration	Panel	Duration
29	01:00	1	01:00

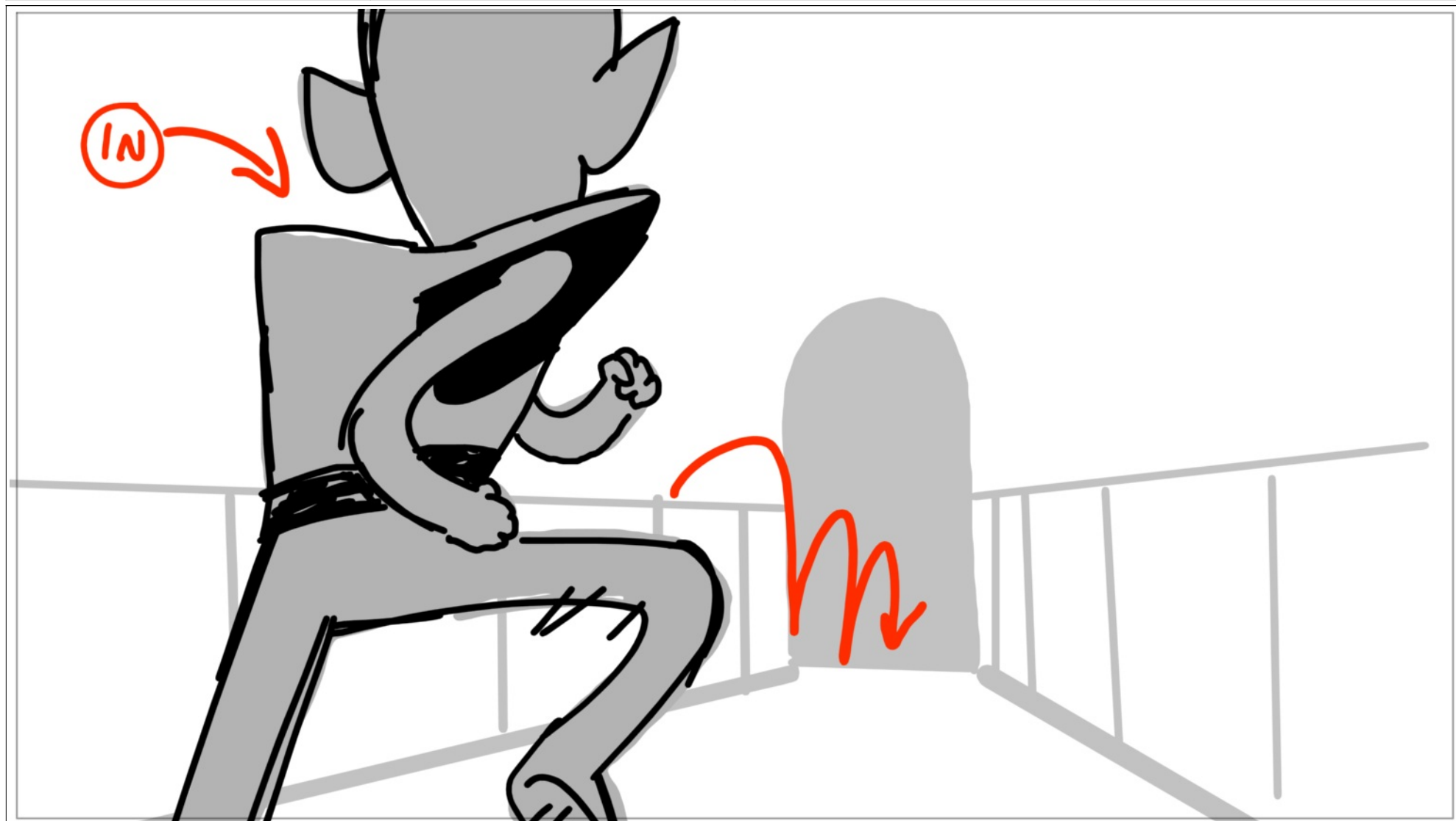


Dialog  
Y5: HE'S GETTING AWAY!!

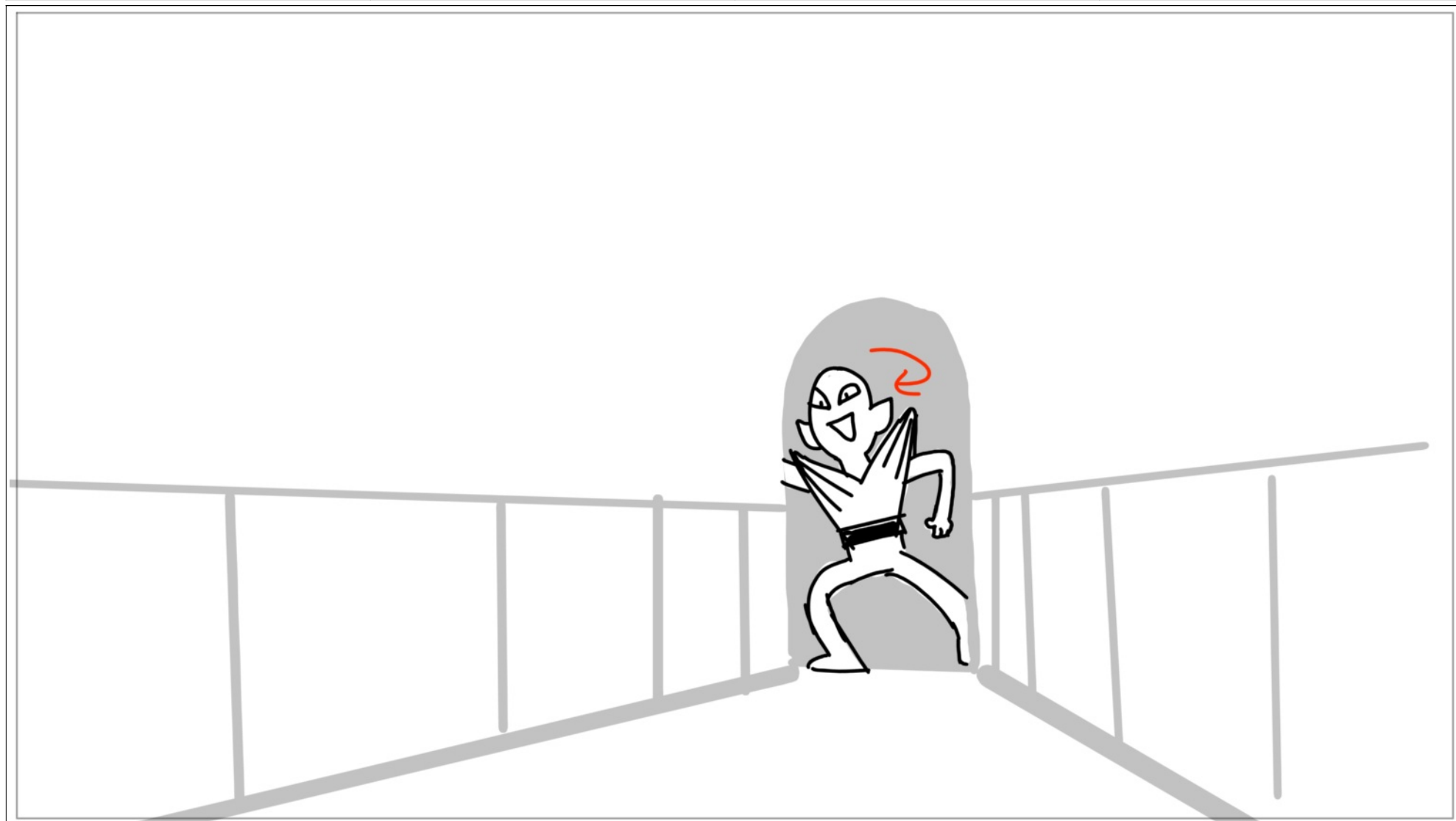
Scene	Duration	Panel	Duration
30	07:00	1	01:00



Scene	Duration	Panel	Duration
30	07:00	2	01:00



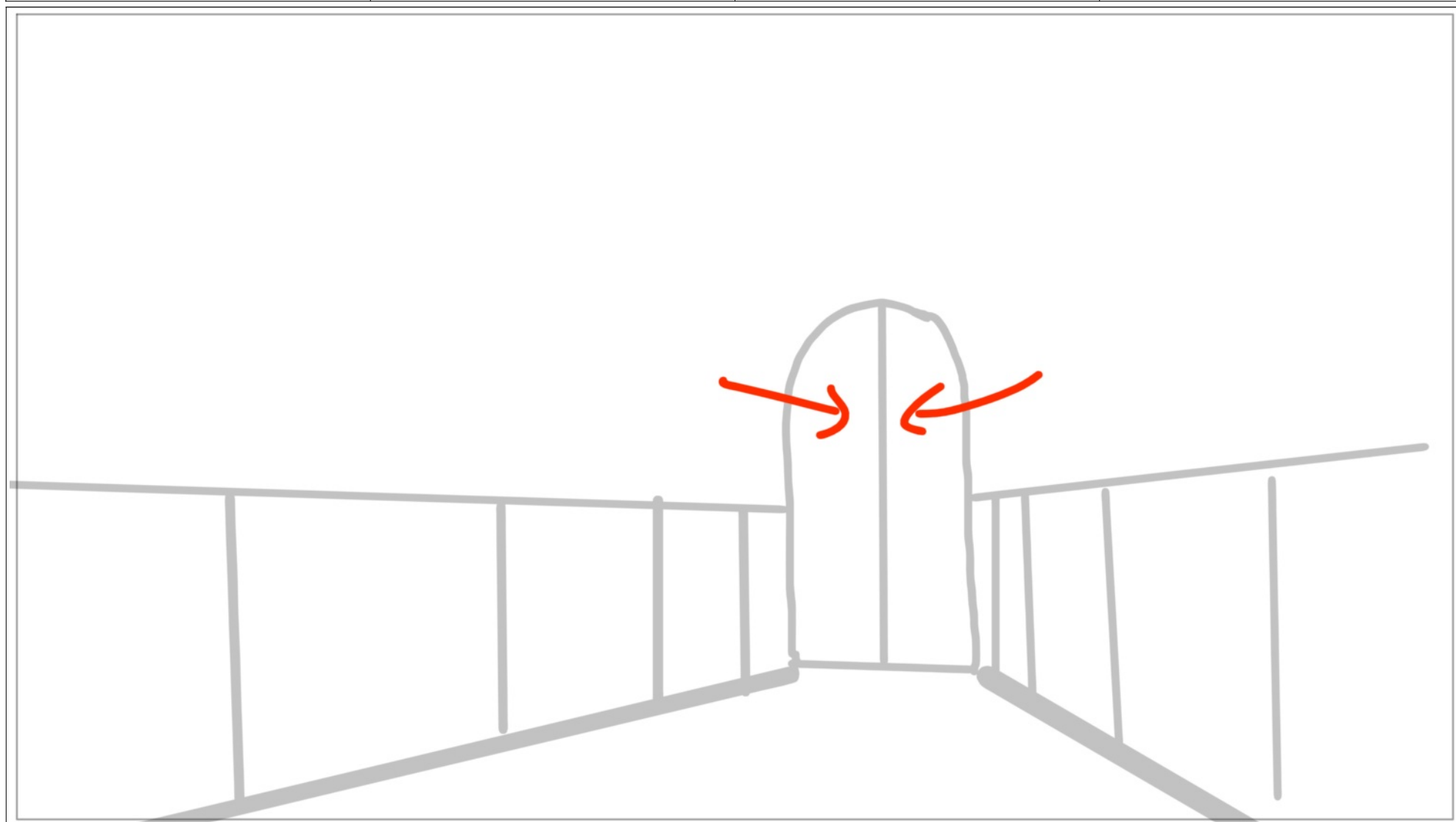
Scene	Duration	Panel	Duration
30	07:00	3	01:00



Action Notes

Hugo pushes button on inside of pod

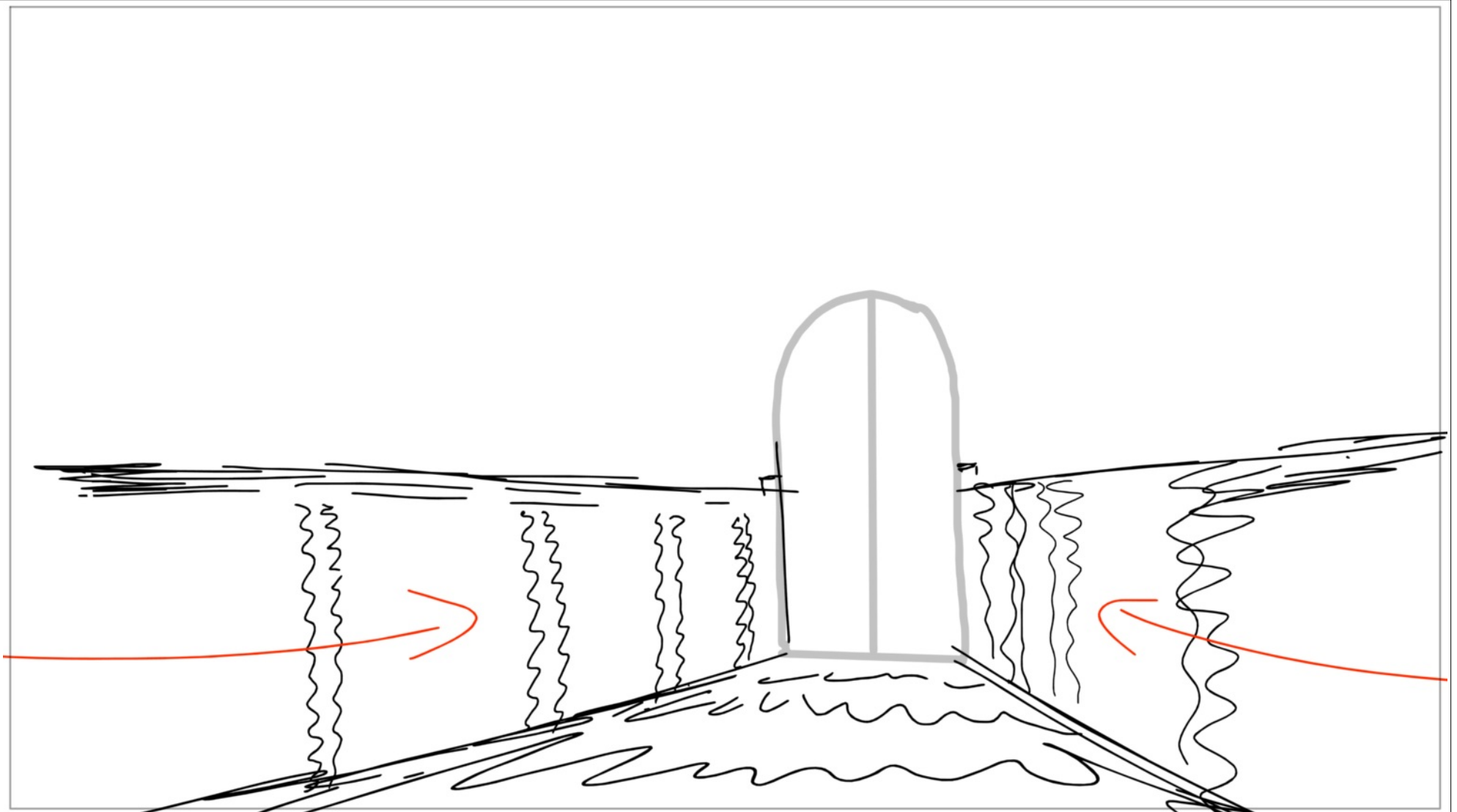
Scene	Duration	Panel	Duration
30	07:00	4	01:00



Action Notes  
pod doors close

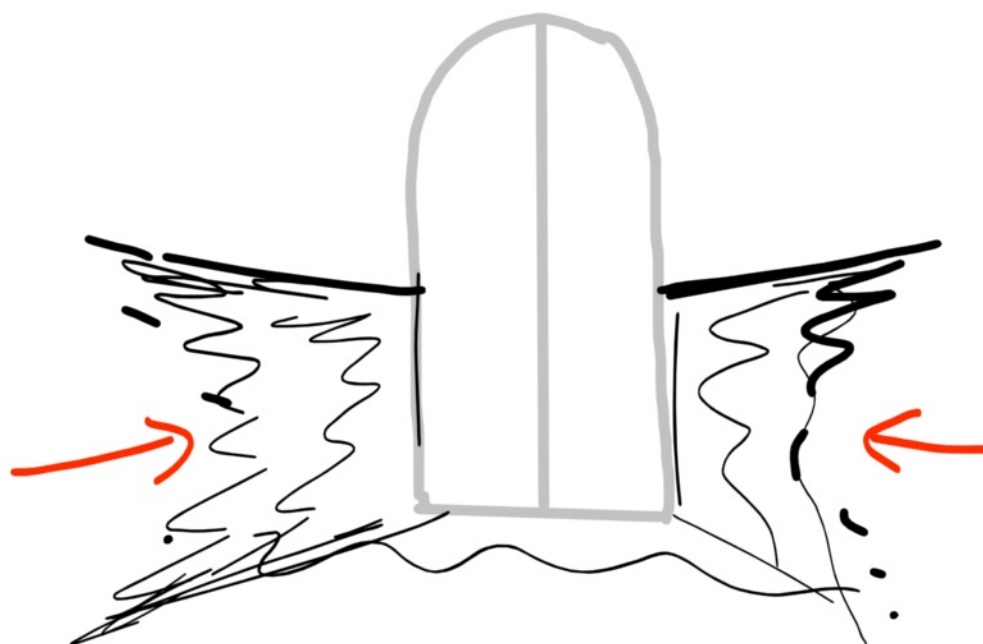


Scene	Duration	Panel	Duration
30	07:00	5	01:00



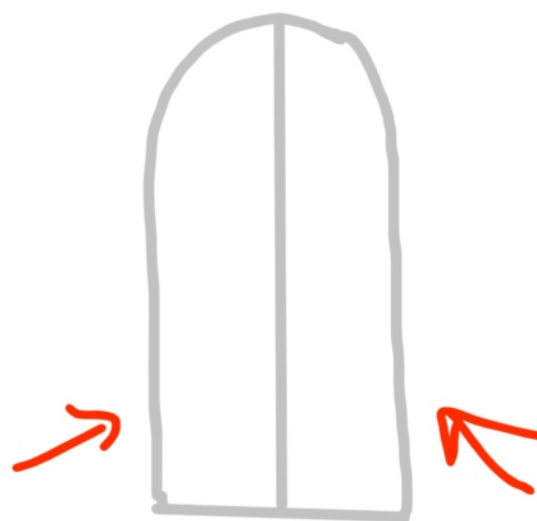
Action Notes  
pod doors close

Scene	Duration	Panel	Duration
30	07:00	6	01:00



Action Notes  
pod doors close

Scene	Duration	Panel	Duration
30	07:00	7	01:00

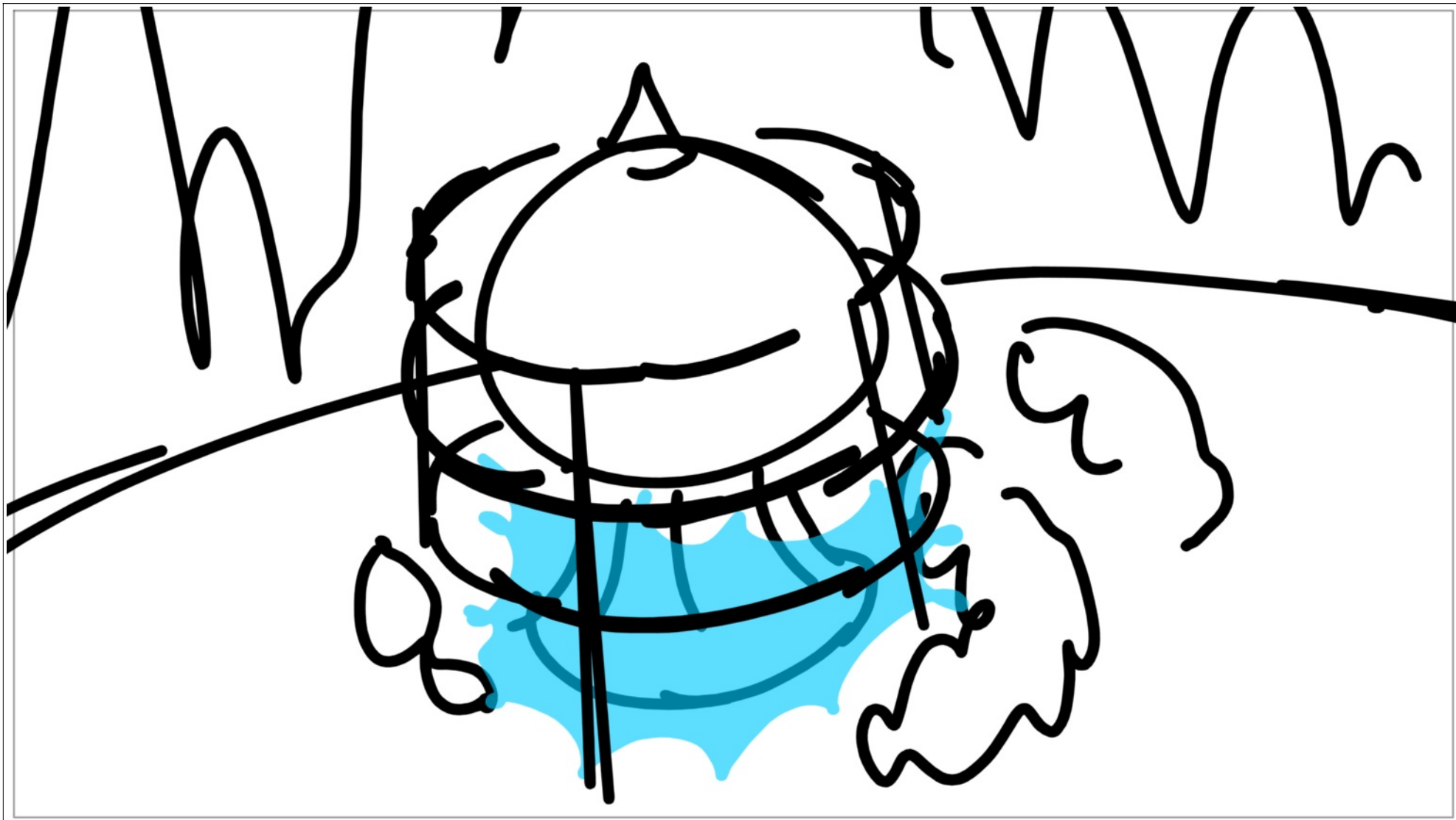


Action Notes  
pod doors close

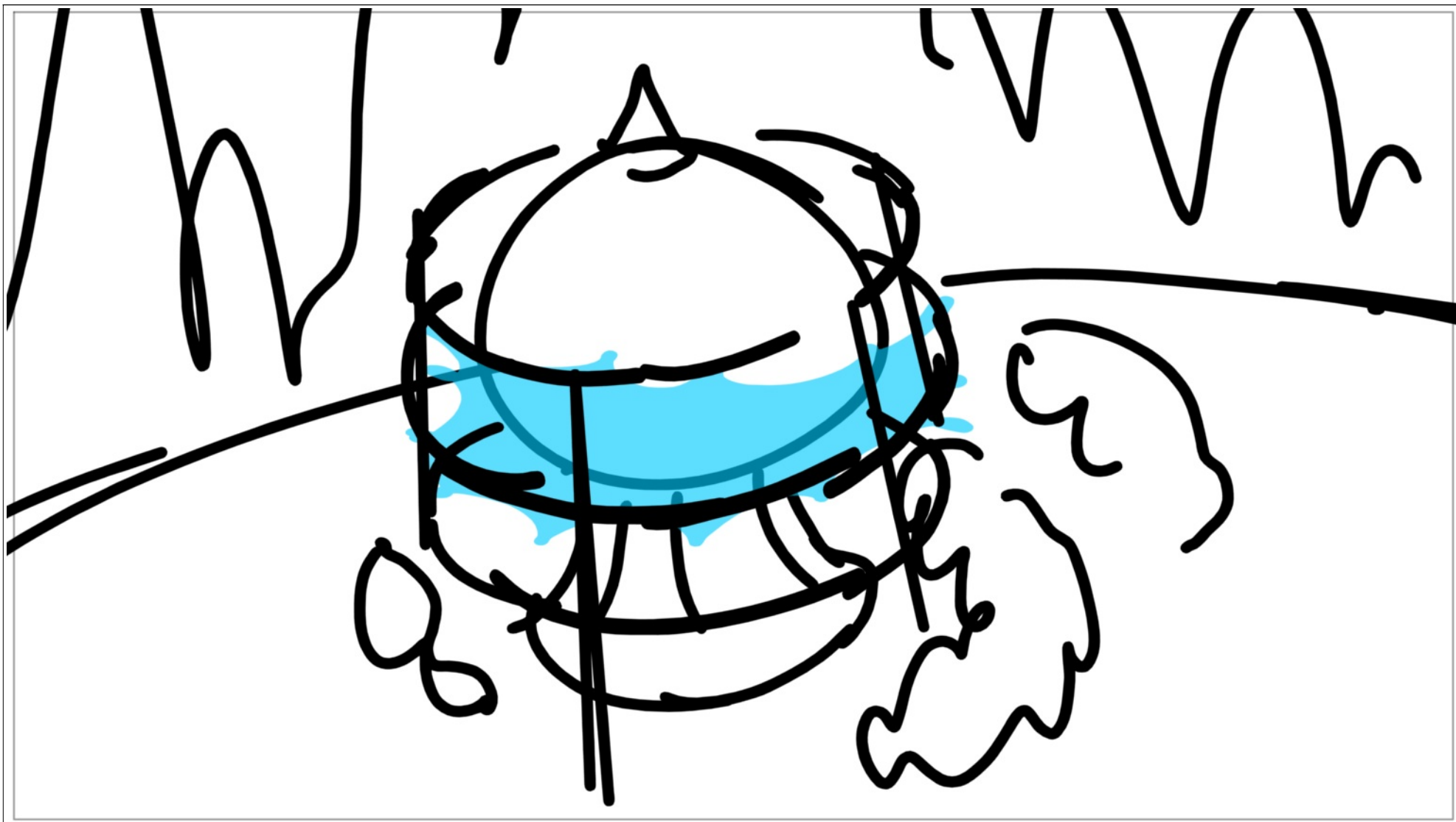
Scene	Duration	Panel	Duration
31	04:00	1	01:00



Scene	Duration	Panel	Duration
31	04:00	2	01:00



Scene	Duration	Panel	Duration
31	04:00	3	01:00

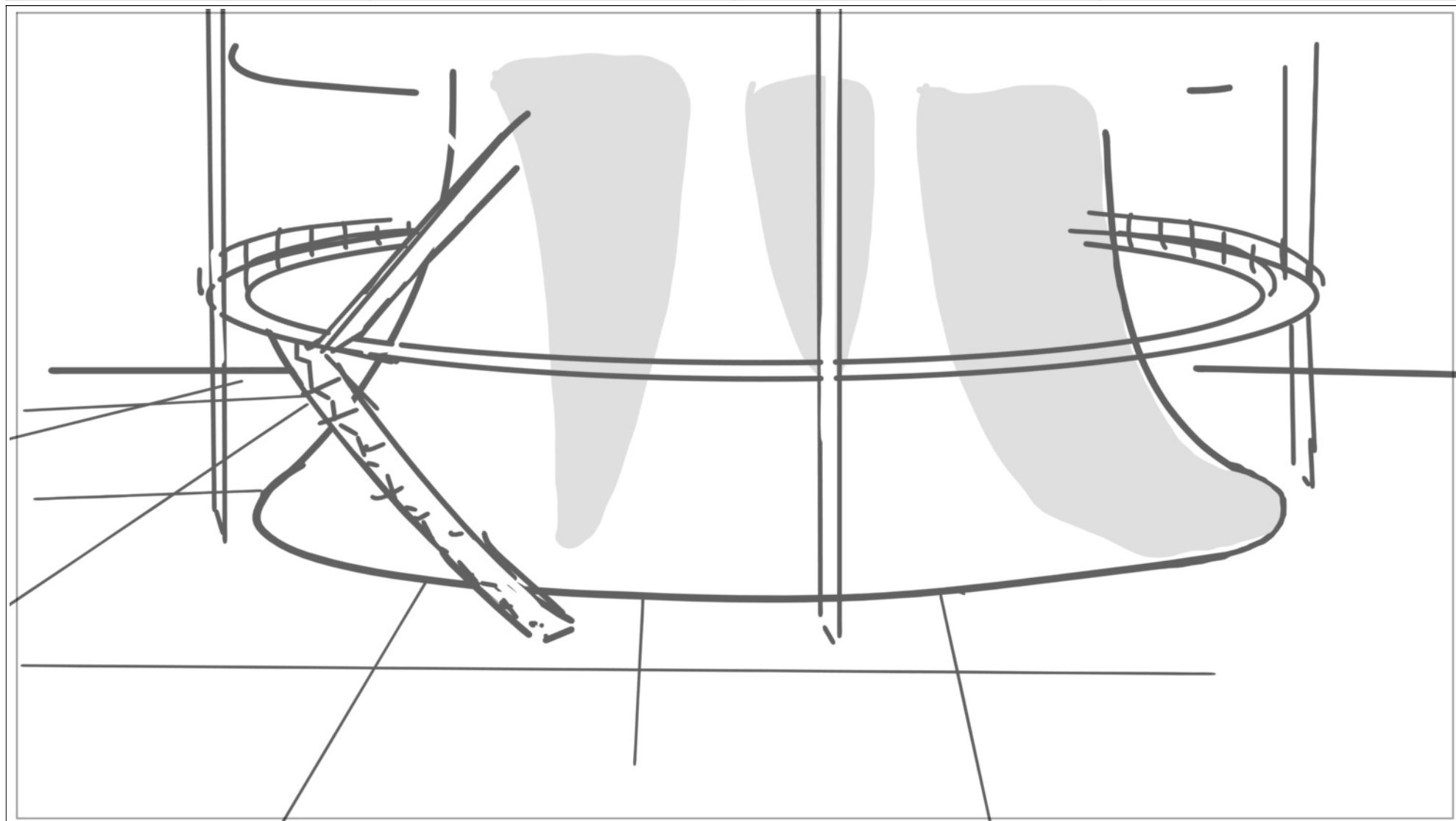


Scene	Duration	Panel	Duration
31	04:00	4	01:00

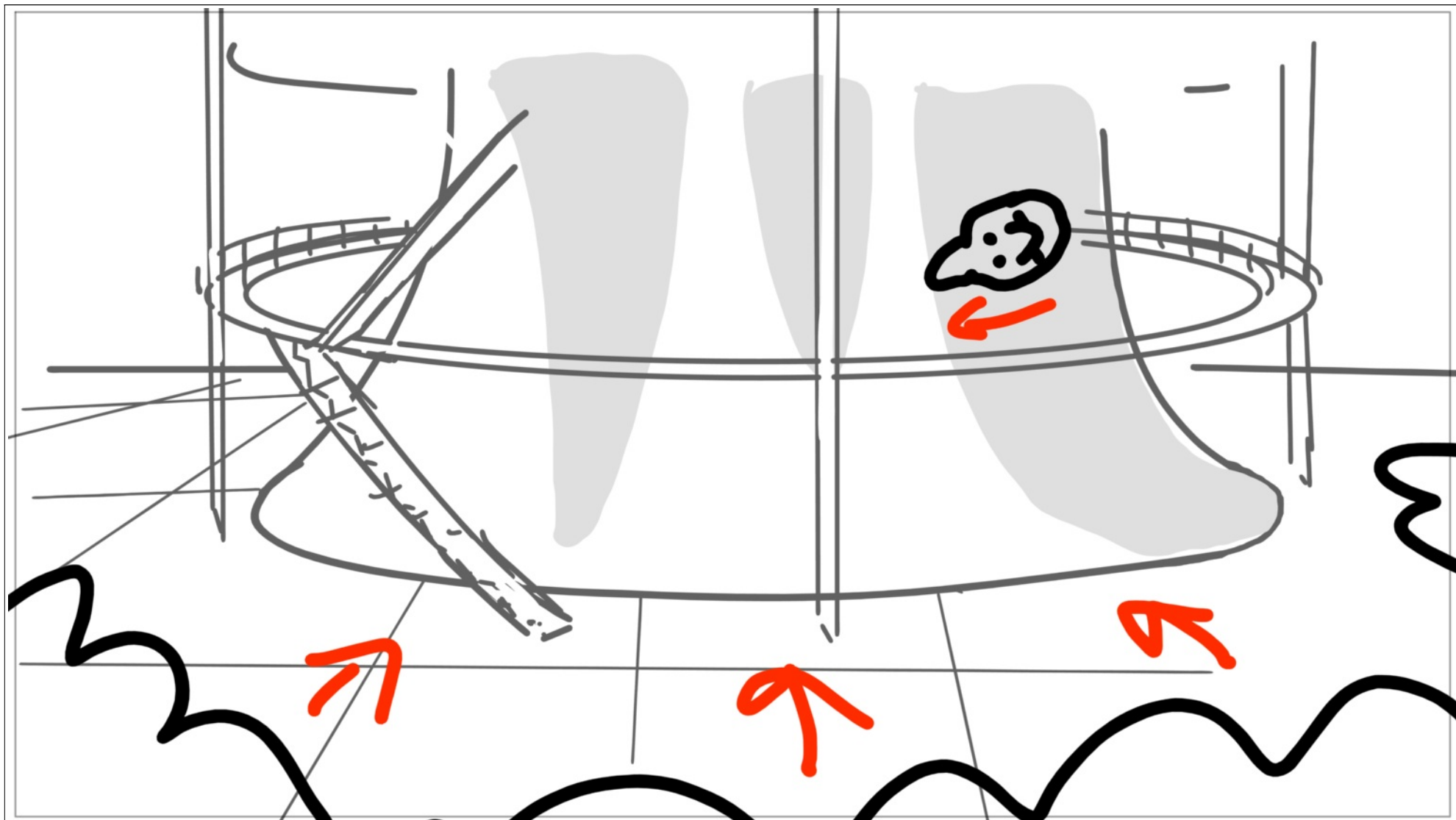




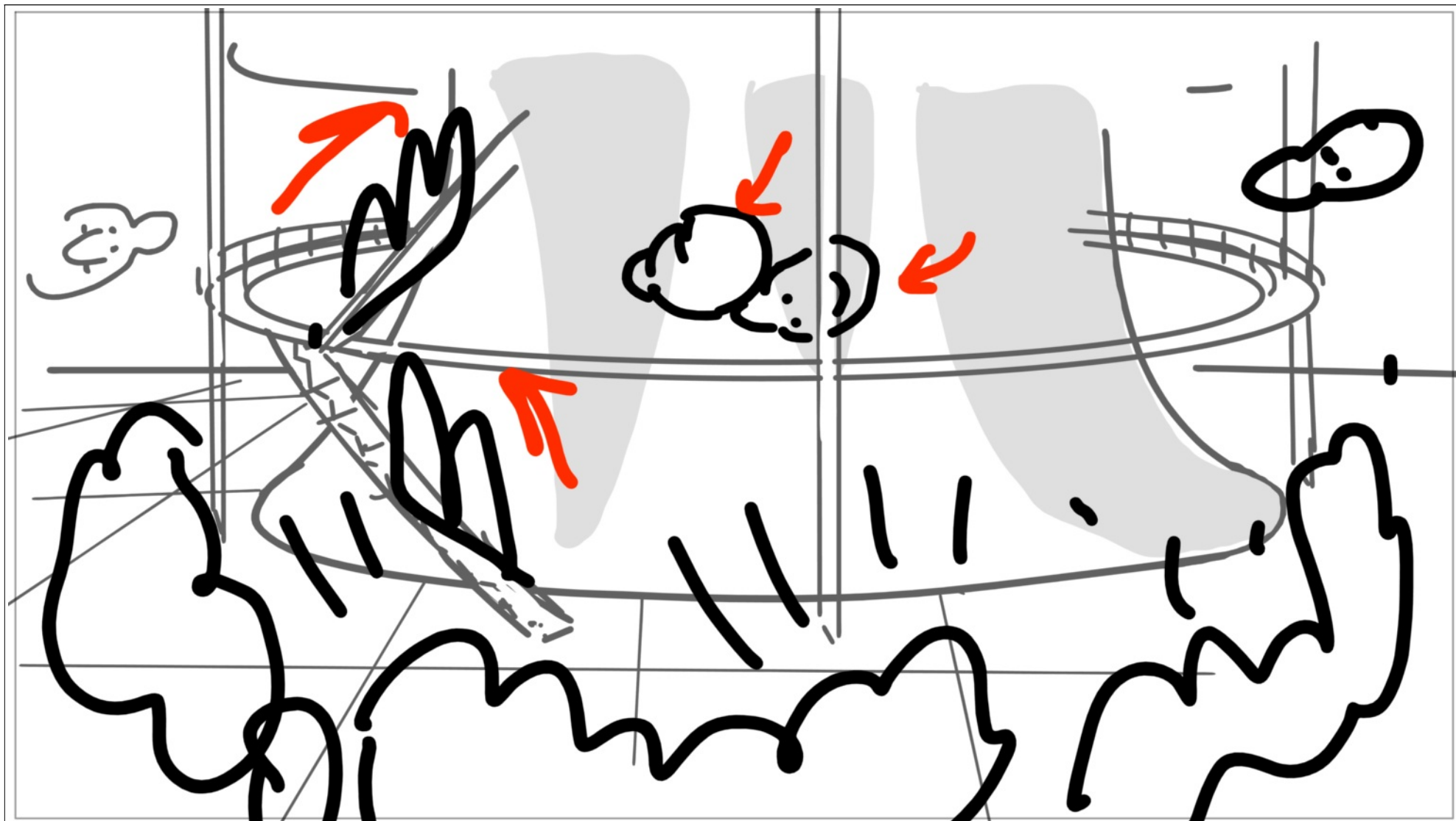
Scene	Duration	Panel	Duration
32	03:00	1	01:00



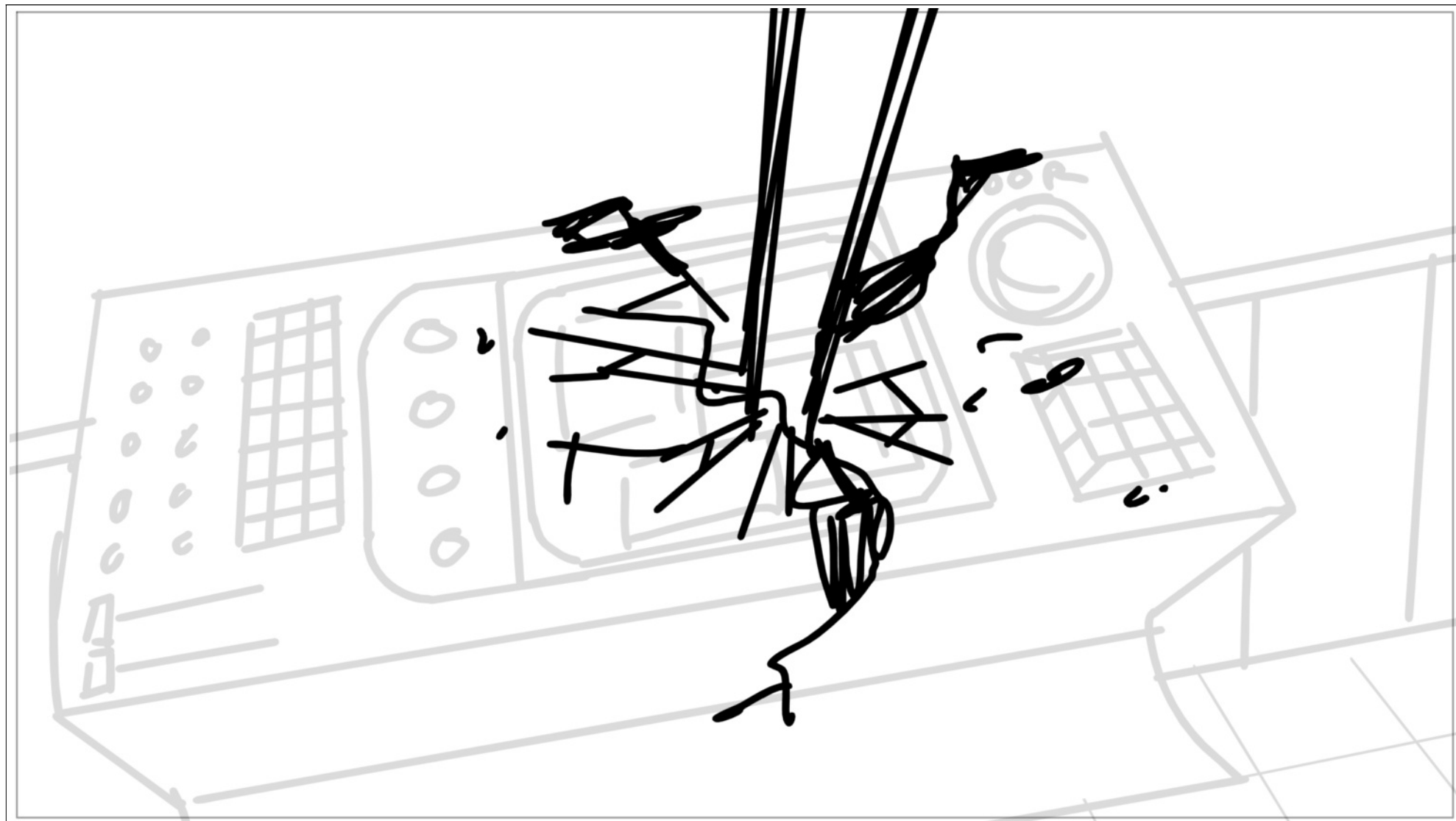
Scene	Duration	Panel	Duration
32	03:00	2	01:00



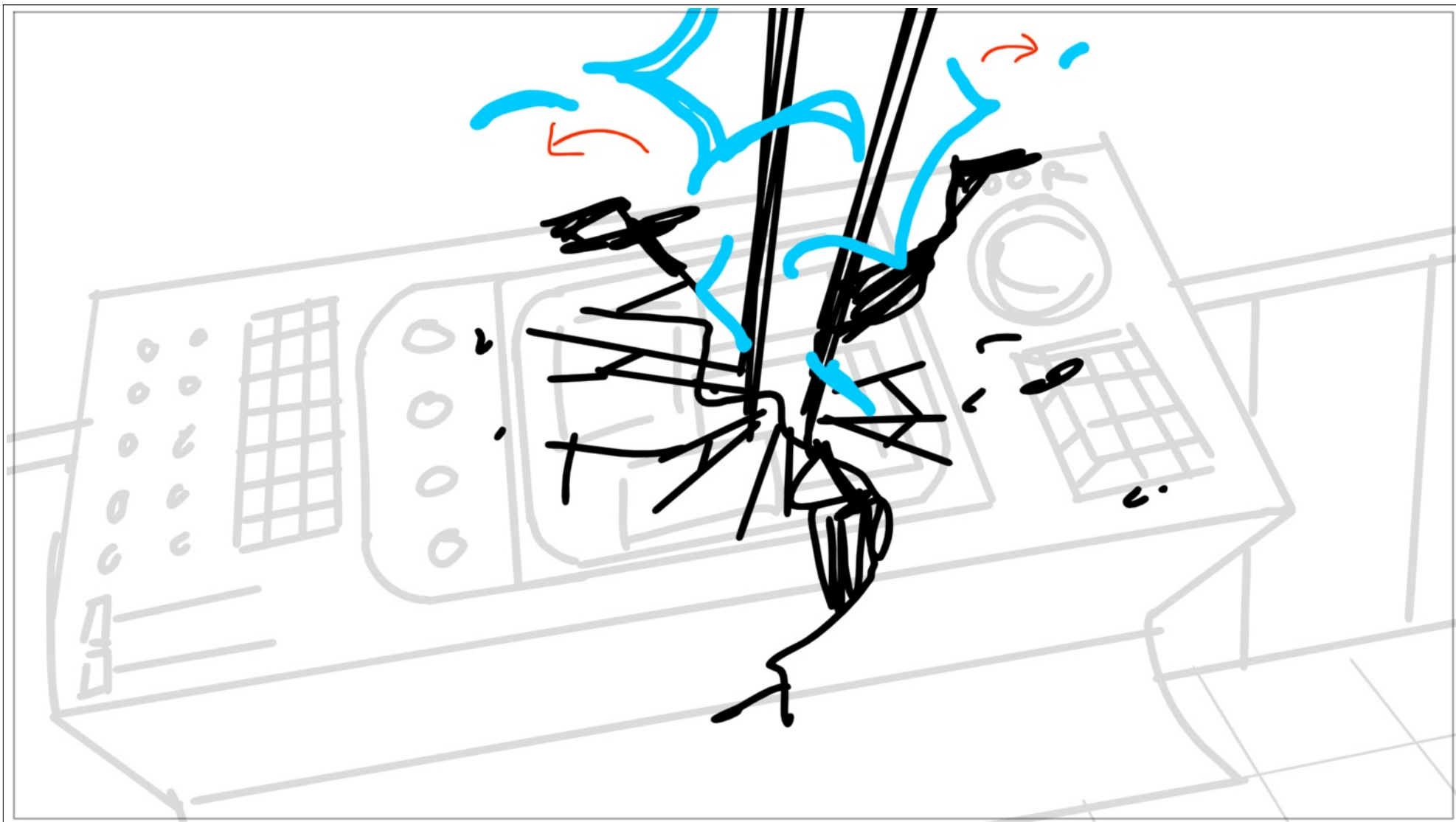
Scene	Duration	Panel	Duration
	32	03:00	3
			01:00



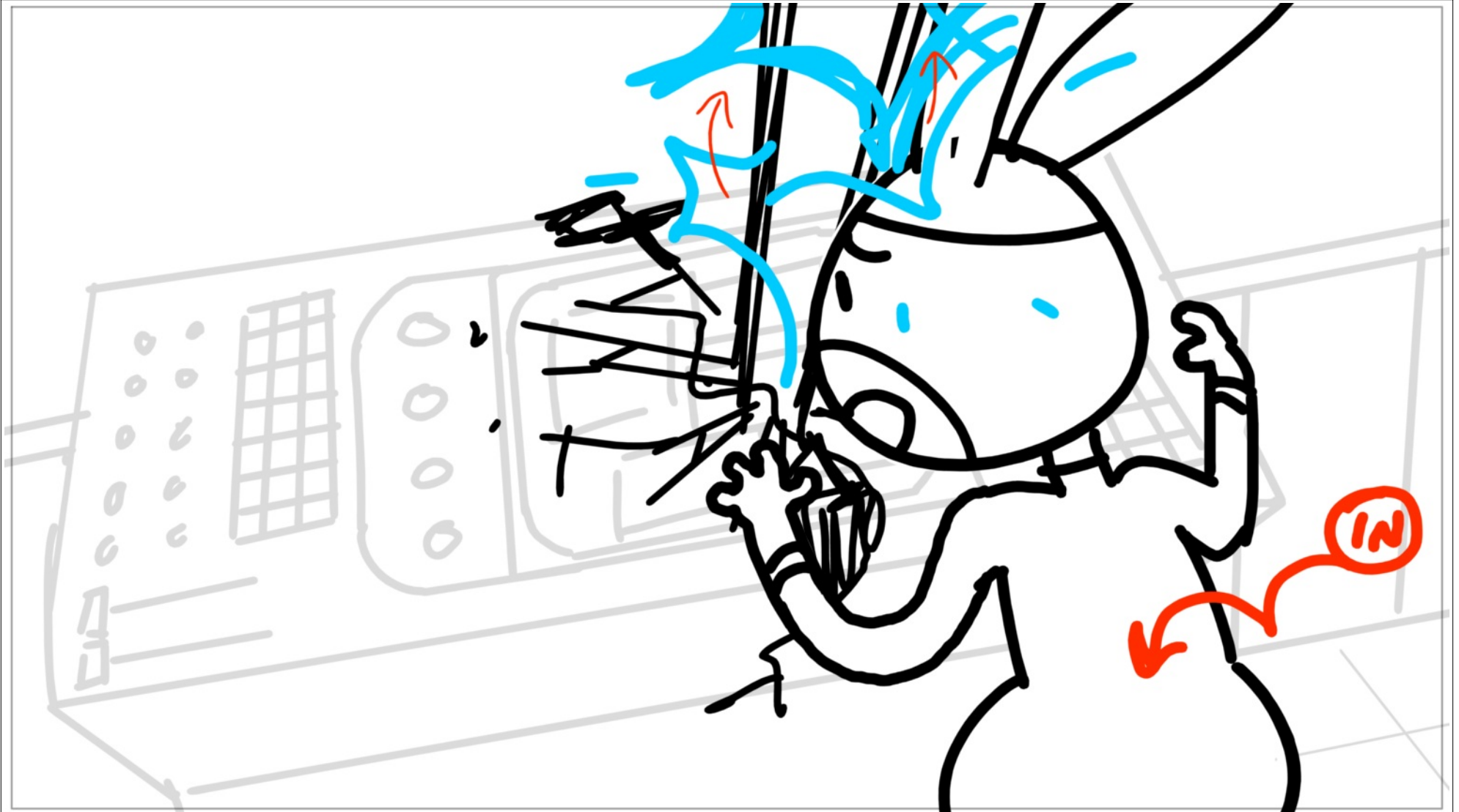
Scene	Duration	Panel	Duration
33	05:00	1	01:00



Scene	Duration	Panel	Duration
33	05:00	2	01:00

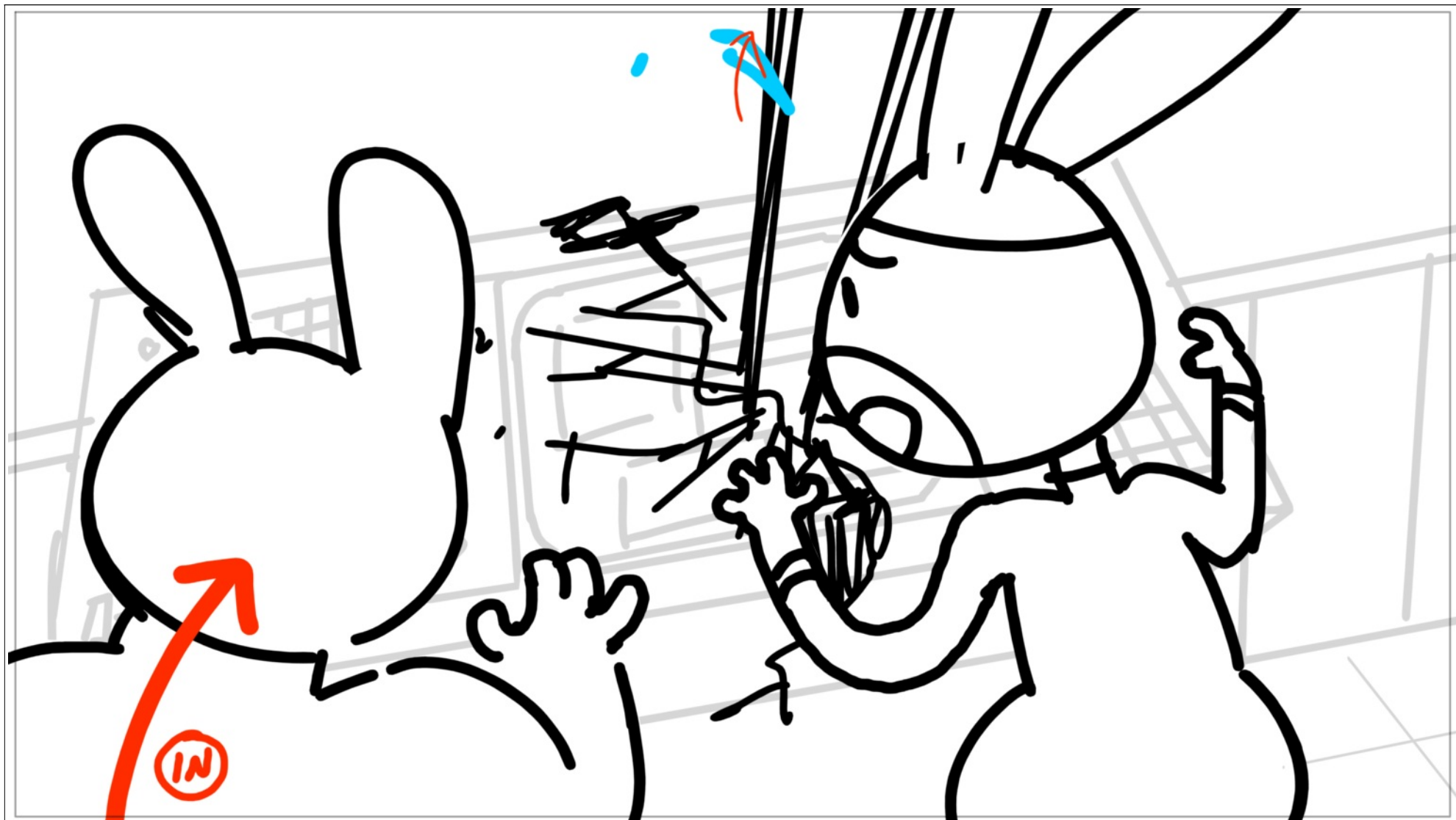


Scene	Duration	Panel	Duration
33	05:00	3	01:00





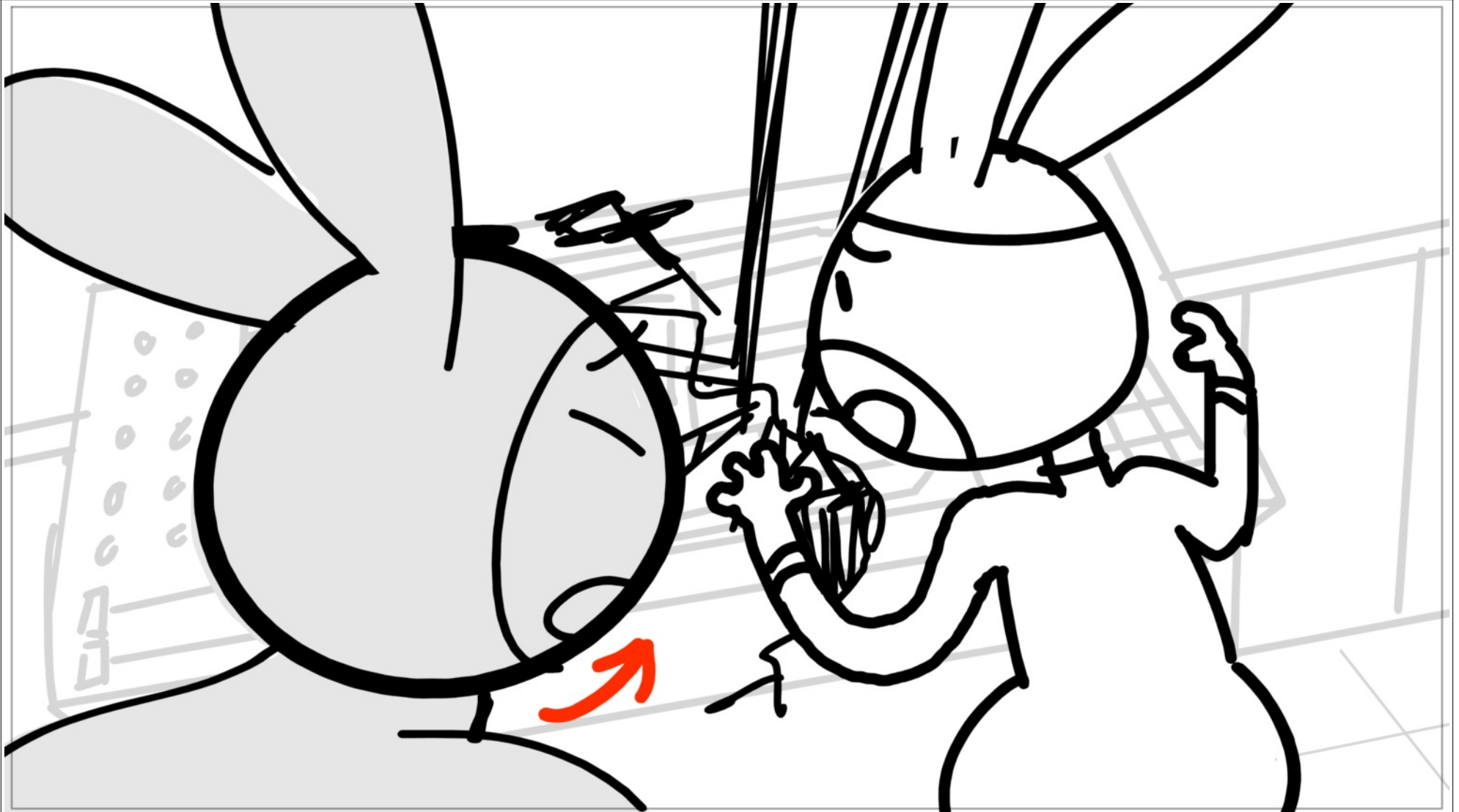
Scene	Duration	Panel	Duration
33	05:00	4	01:00



Dialog  
rabbit: he trashed it!!!

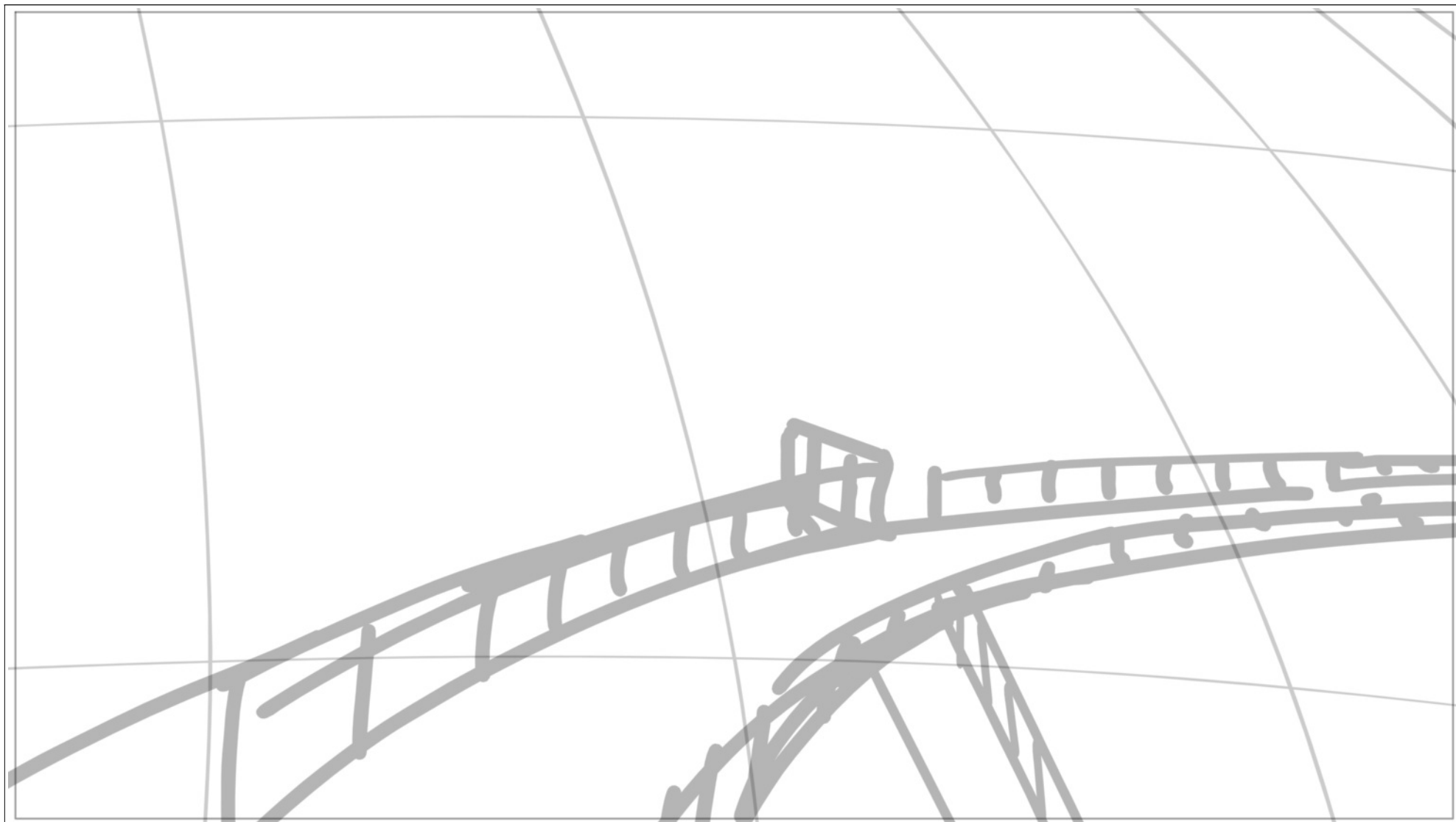


Scene	Duration	Panel	Duration
33	05:00	5	01:00



Dialog  
rabbit: there's no way to stop the powering up process!

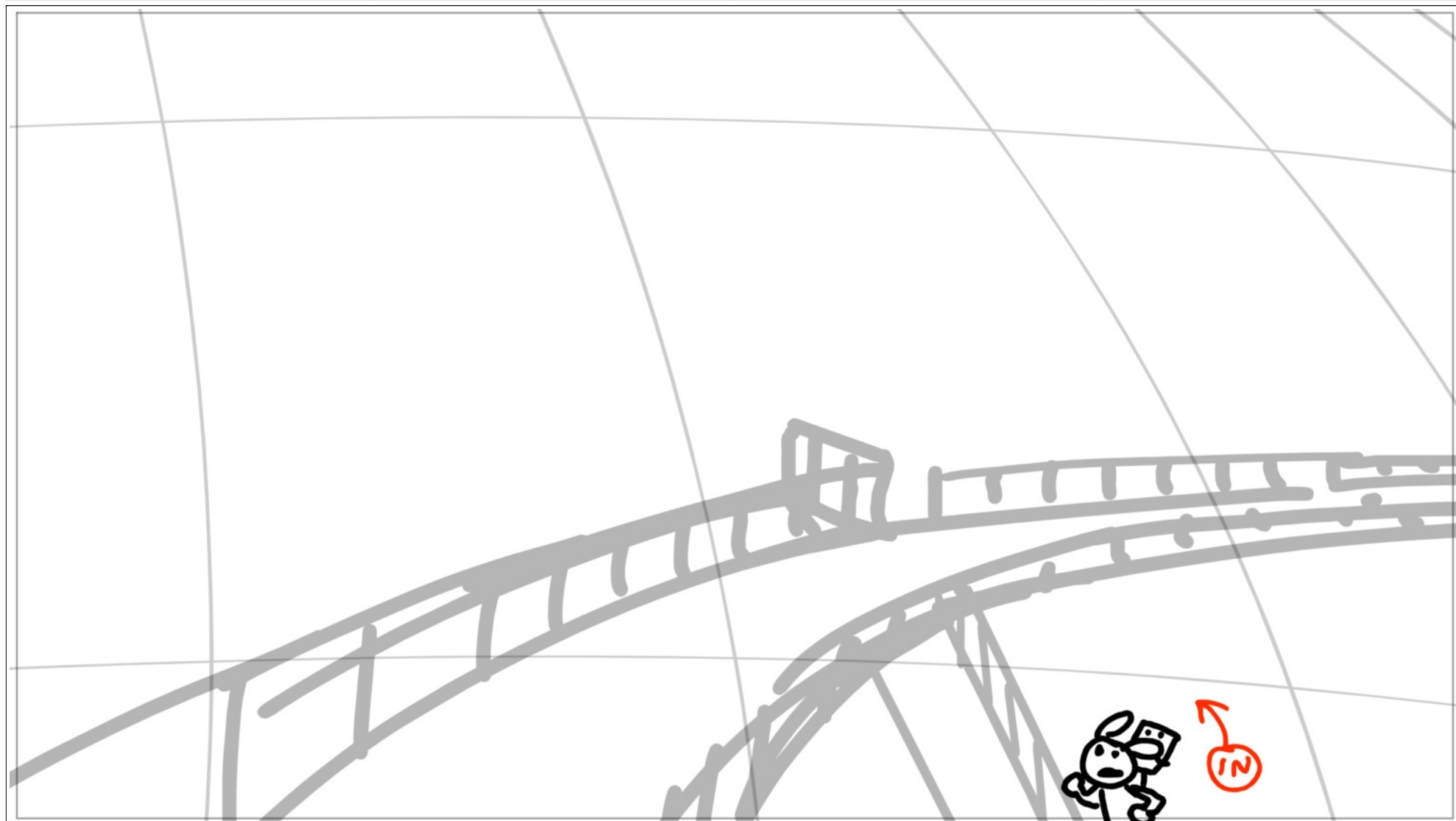
Scene	Duration	Panel	Duration
34	05:00	1	01:00



Dialog

Y5: NO....!

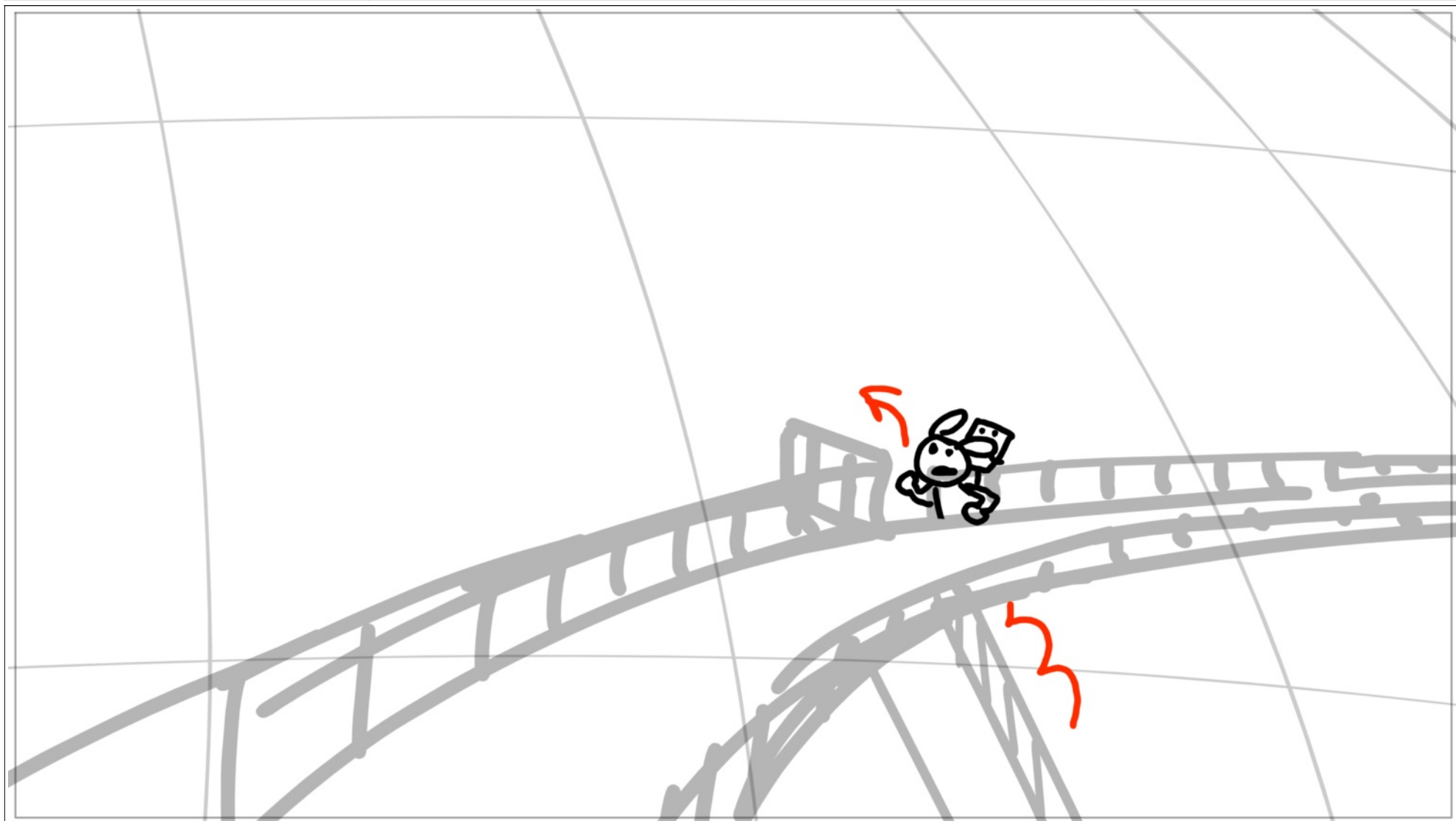
Scene	Duration	Panel	Duration
34	05:00	2	01:00



Dialog

Y5: NO....!

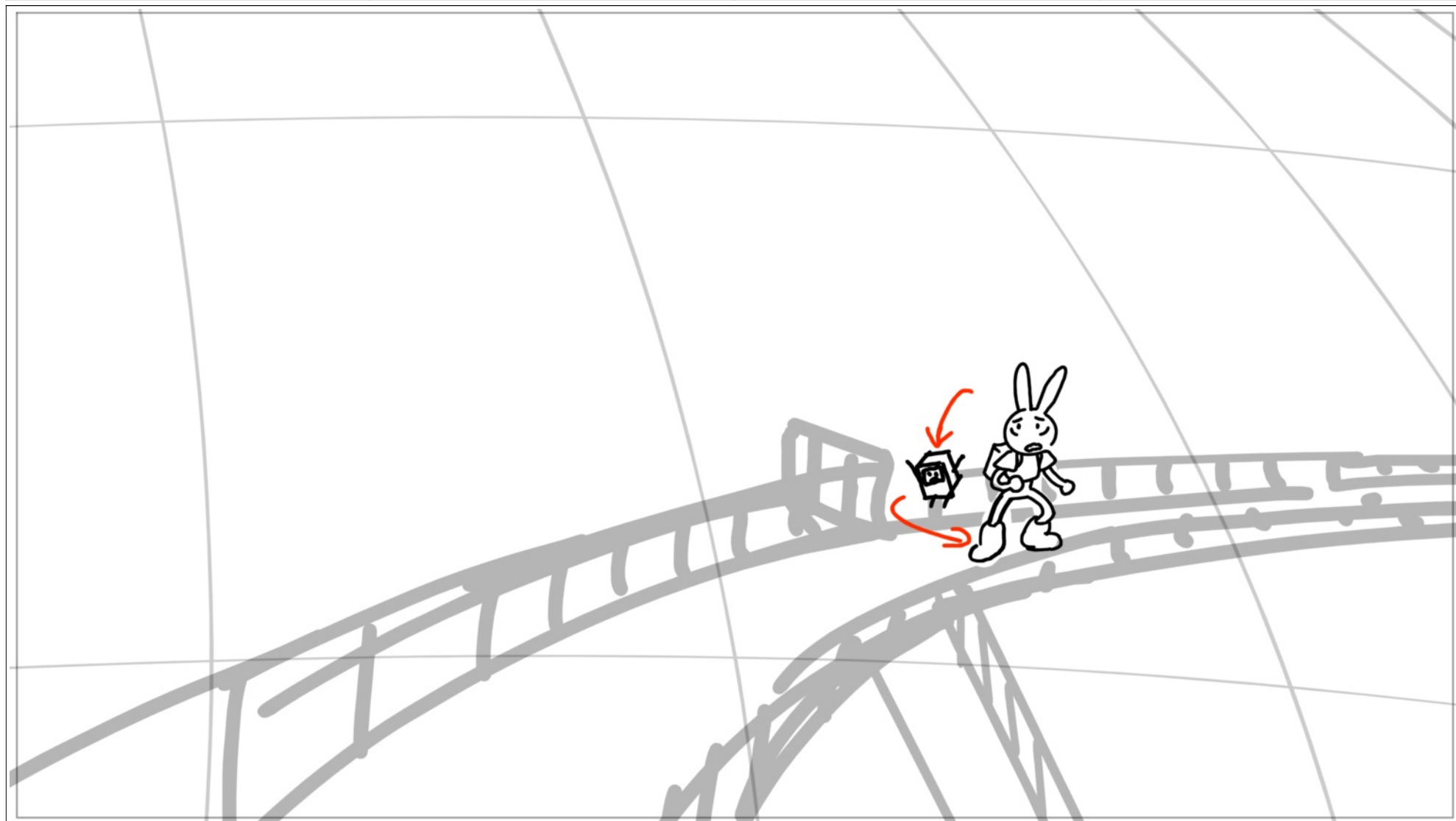
Scene	Duration	Panel	Duration
34	05:00	3	01:00



Dialog

Y5: NO....!

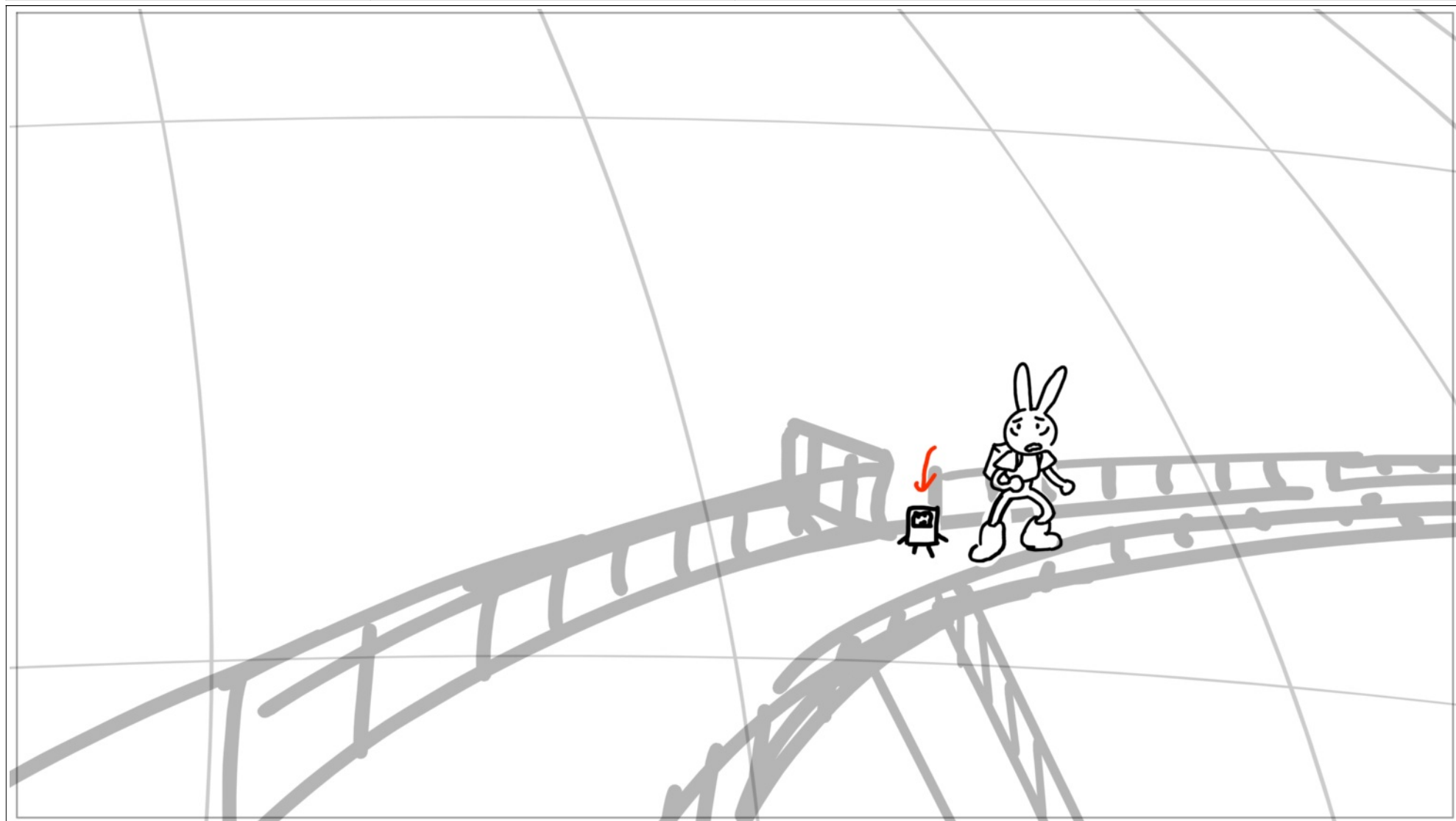
Scene	Duration	Panel	Duration
34	05:00	4	01:00



Dialog

Y5: NO....!

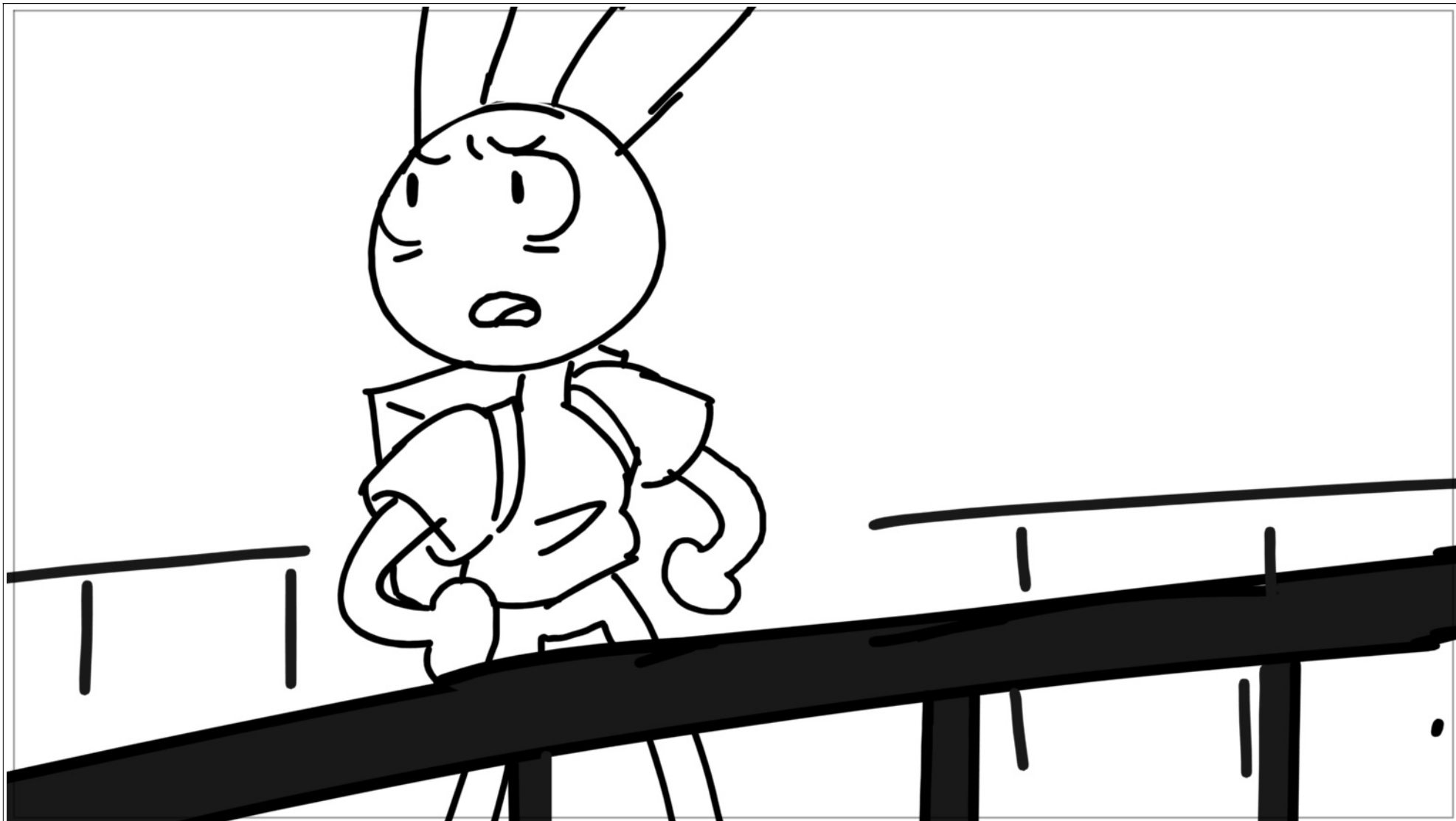
Scene	Duration	Panel	Duration
34	05:00	5	01:00



Dialog

Y5: NO....!

Scene	Duration	Panel	Duration
35	03:00	1	01:00



Dialog  
Y5: i can't believe this...



Scene	Duration	Panel	Duration
35	03:00	2	01:00



Dialog  
Y5: ugh!--

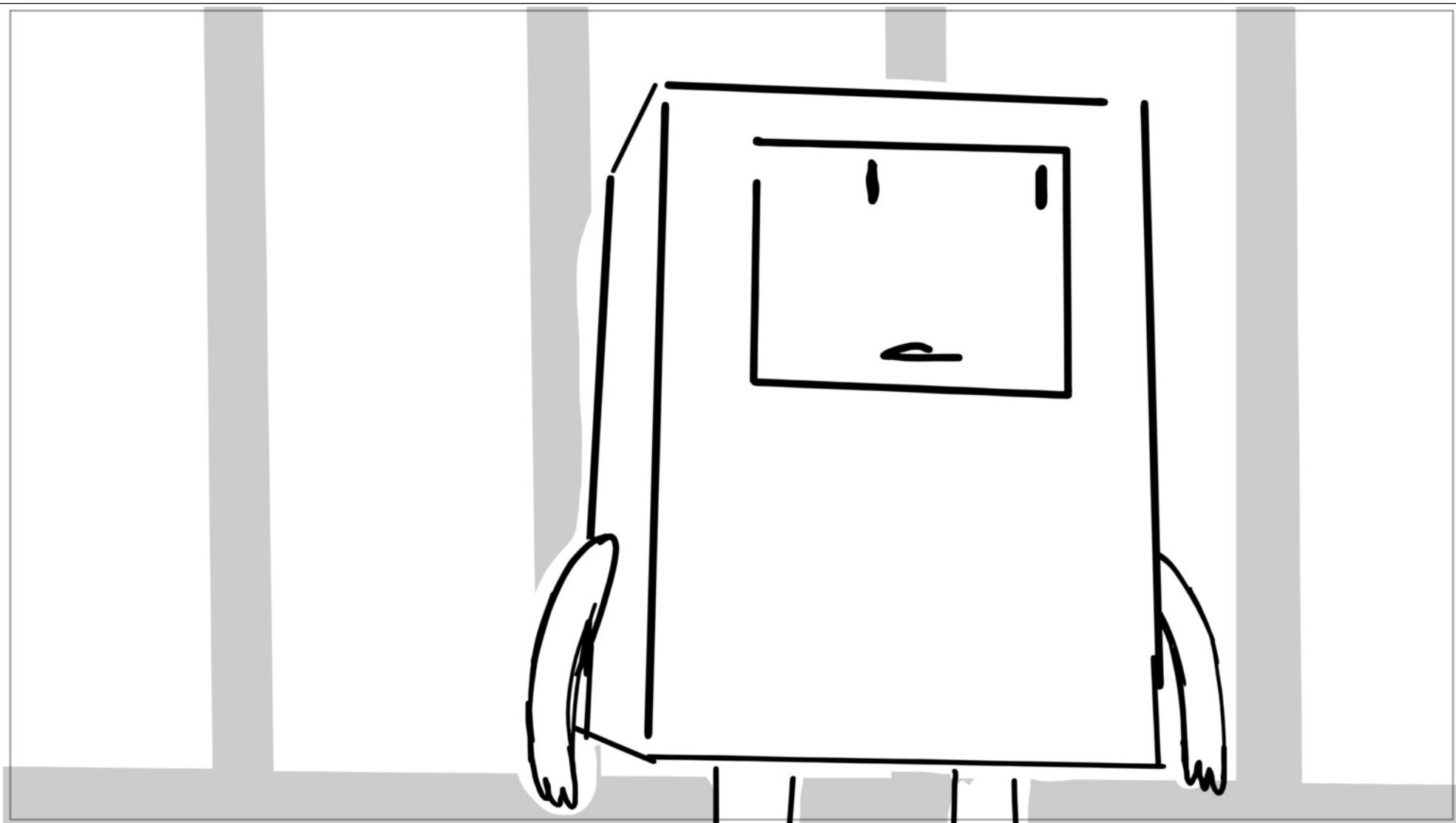
Scene	Duration	Panel	Duration
35	03:00	3	01:00



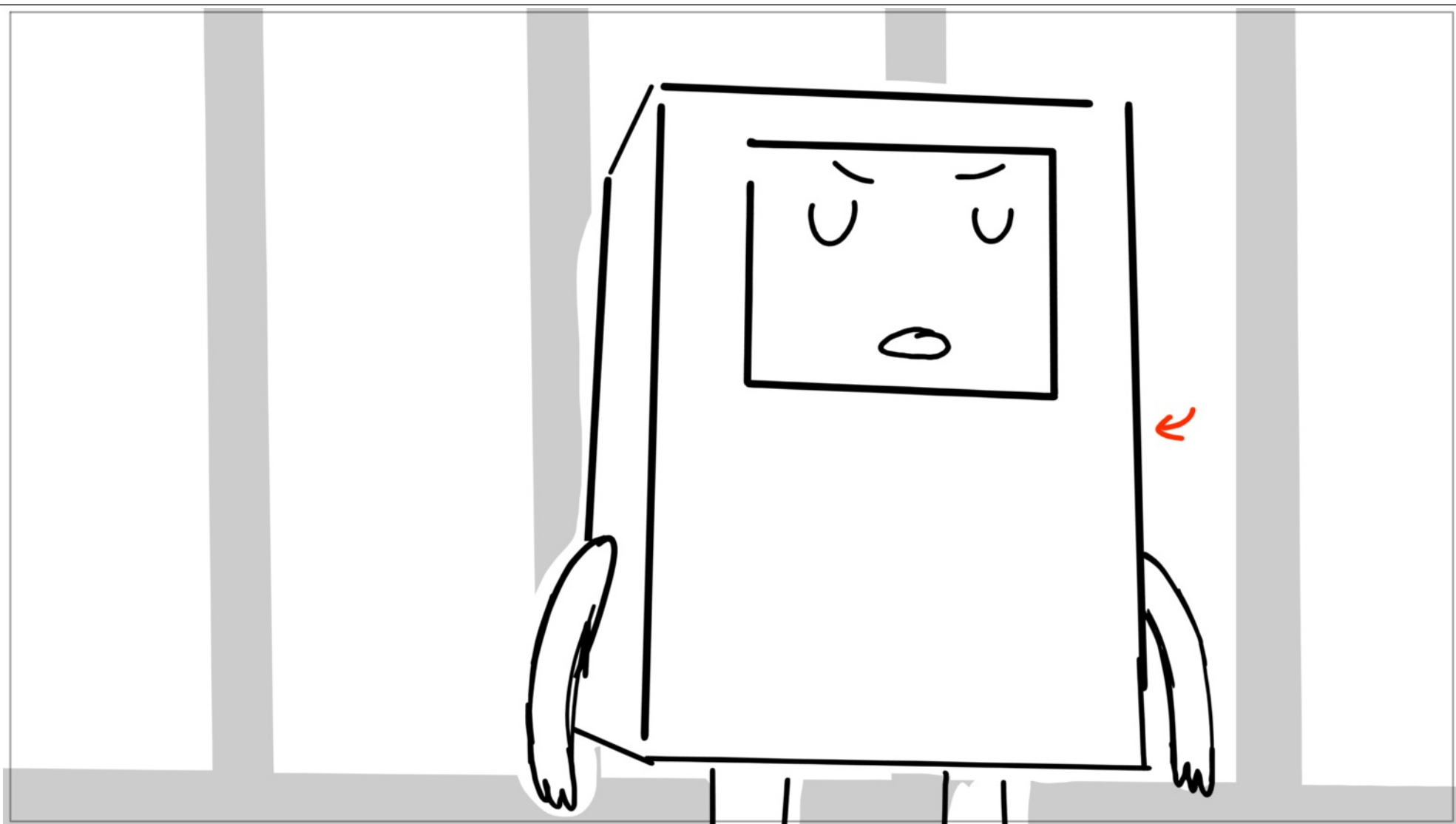
Dialog

Y5: how could this be happening?

Scene	Duration	Panel	Duration
36	03:00	1	01:00

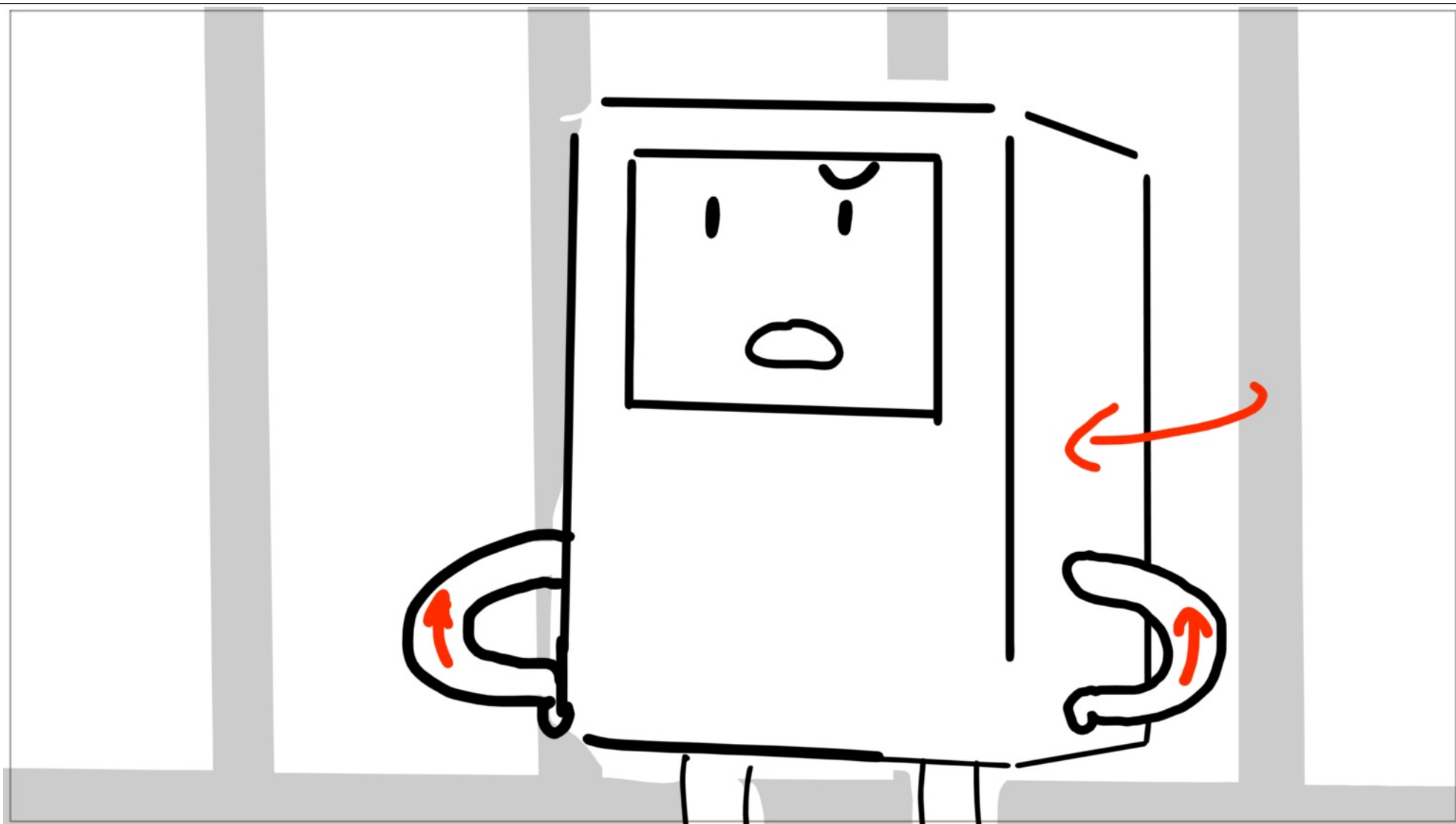


Scene	Duration	Panel	Duration
36	03:00	2	01:00



Dialog  
BMO: (to self) so dramatic.

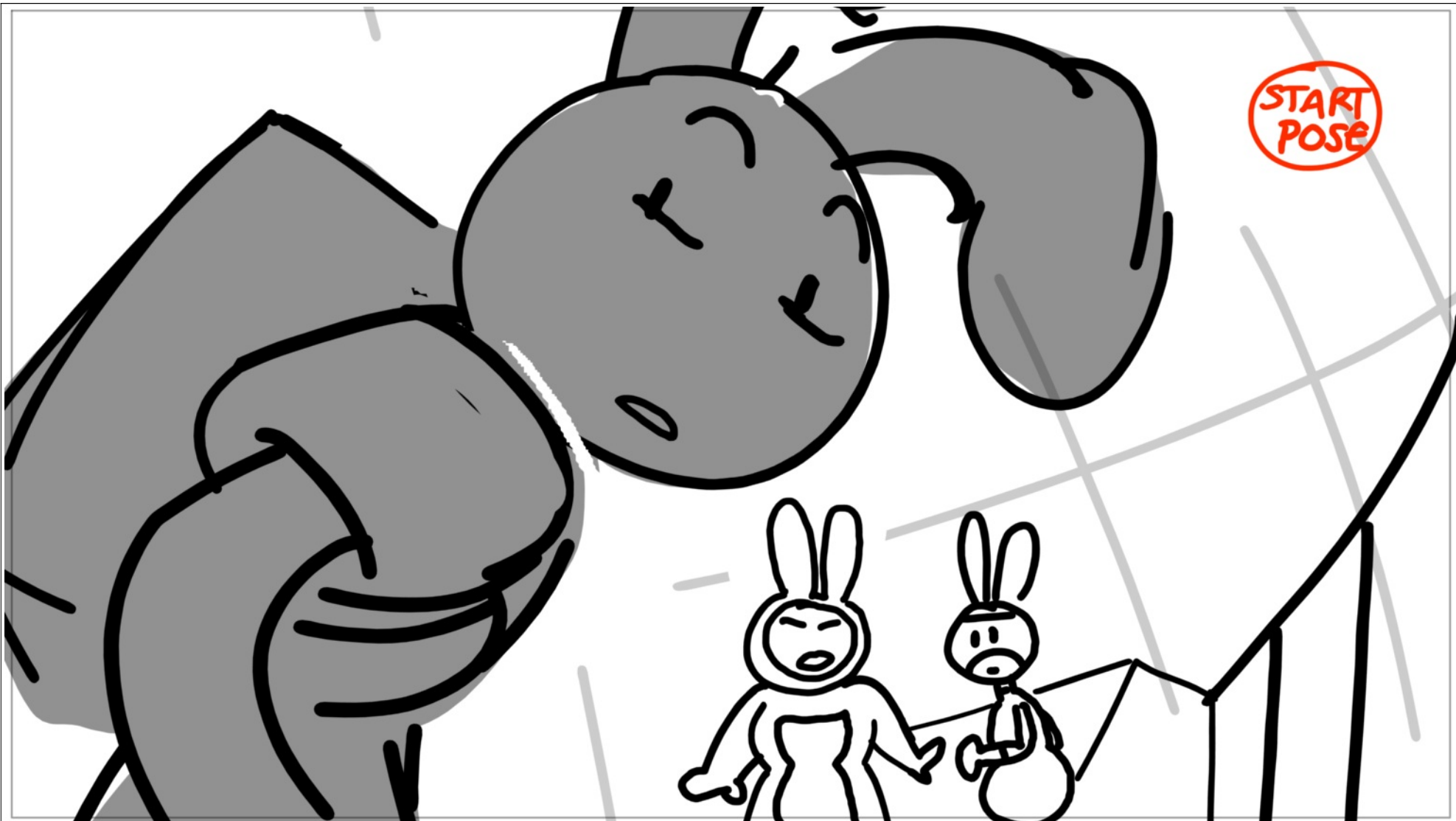
Scene	Duration	Panel	Duration
36	03:00	3	01:00



Dialog

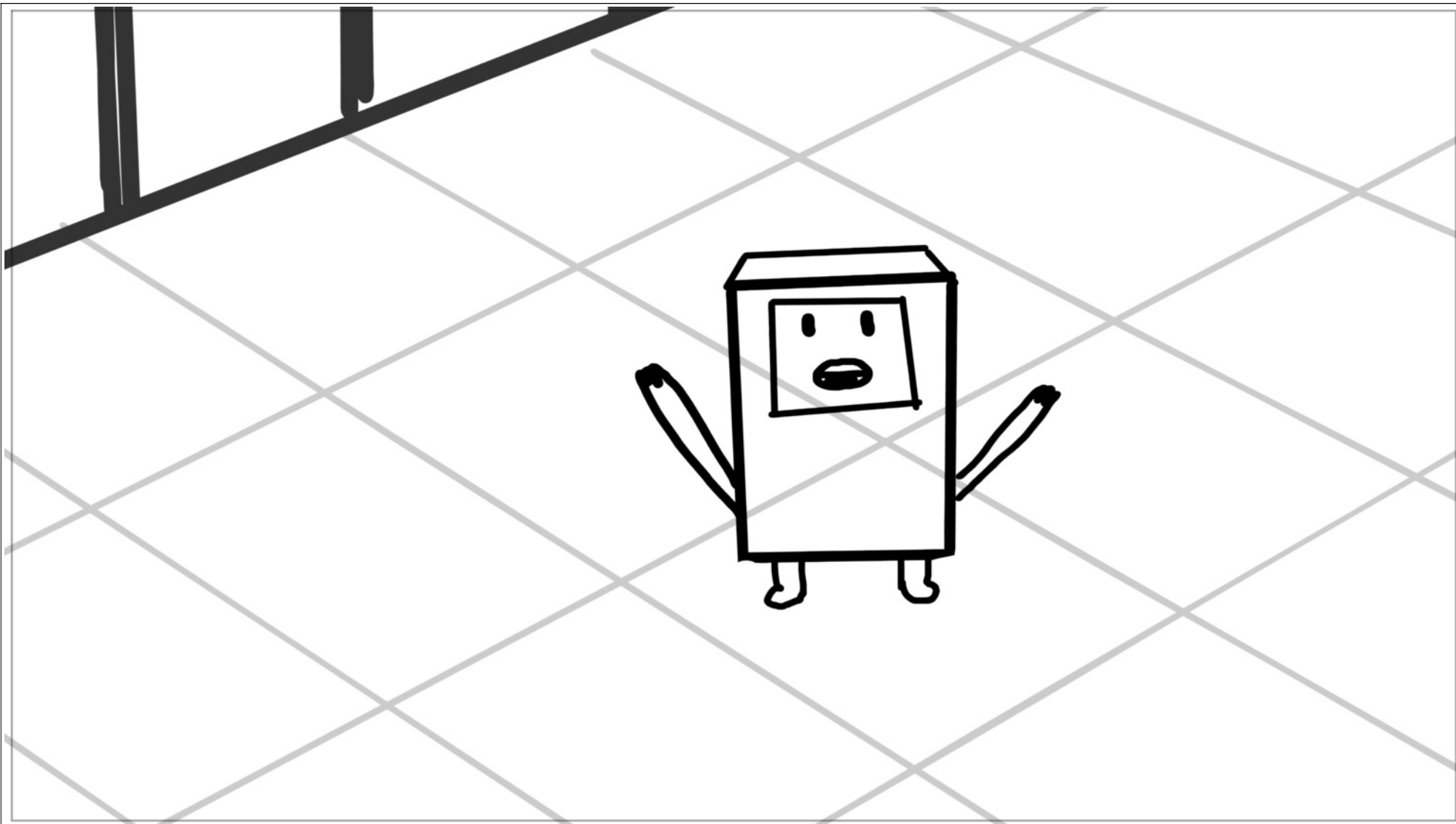
BMO: why don't we just pull the plug?

Scene	Duration	Panel	Duration
37	01:00	1	01:00



Dialog  
KS-2: wait, what?

Scene	Duration	Panel	Duration
38	01:00	1	01:00

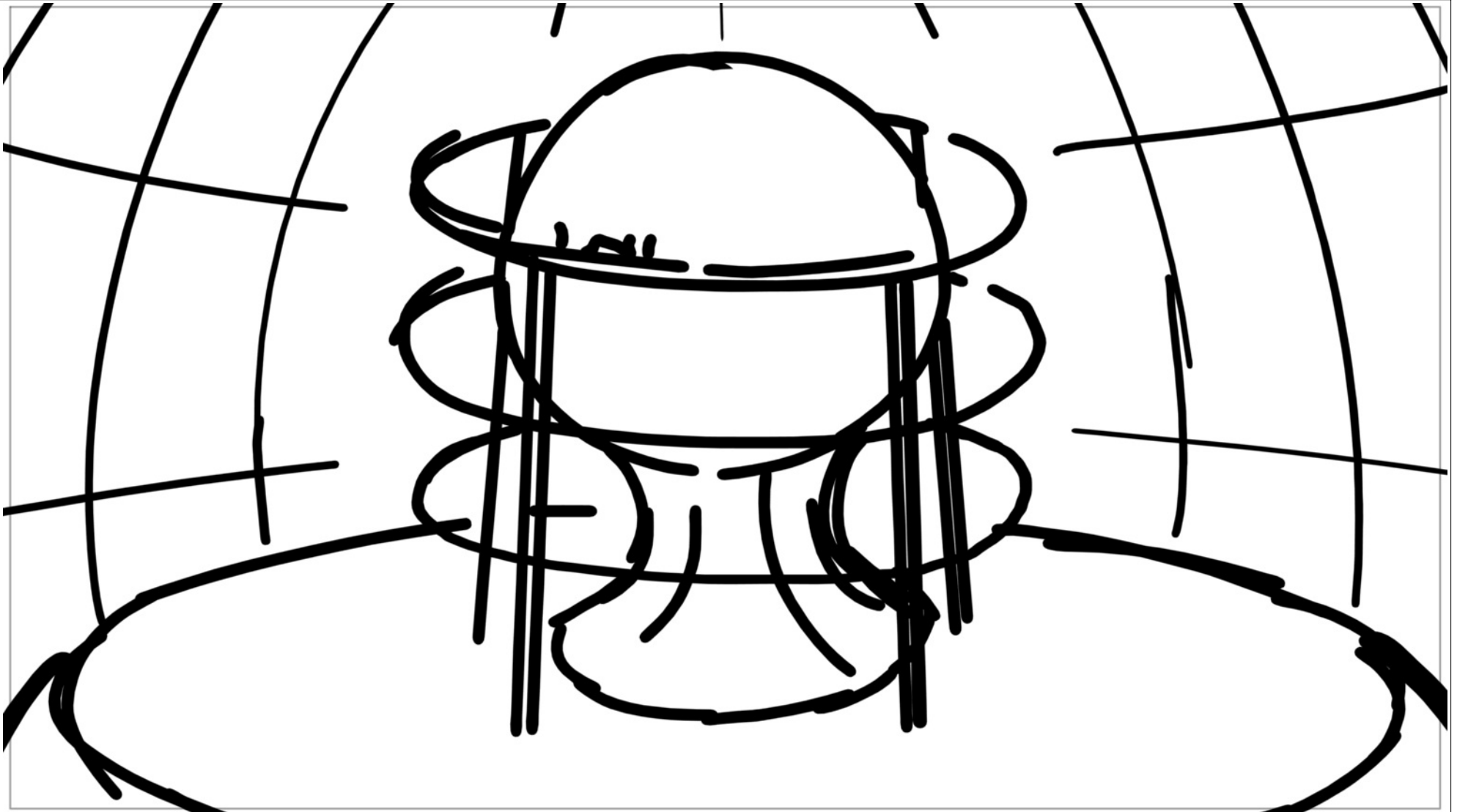


Dialog

BMO: the power source! the plug!



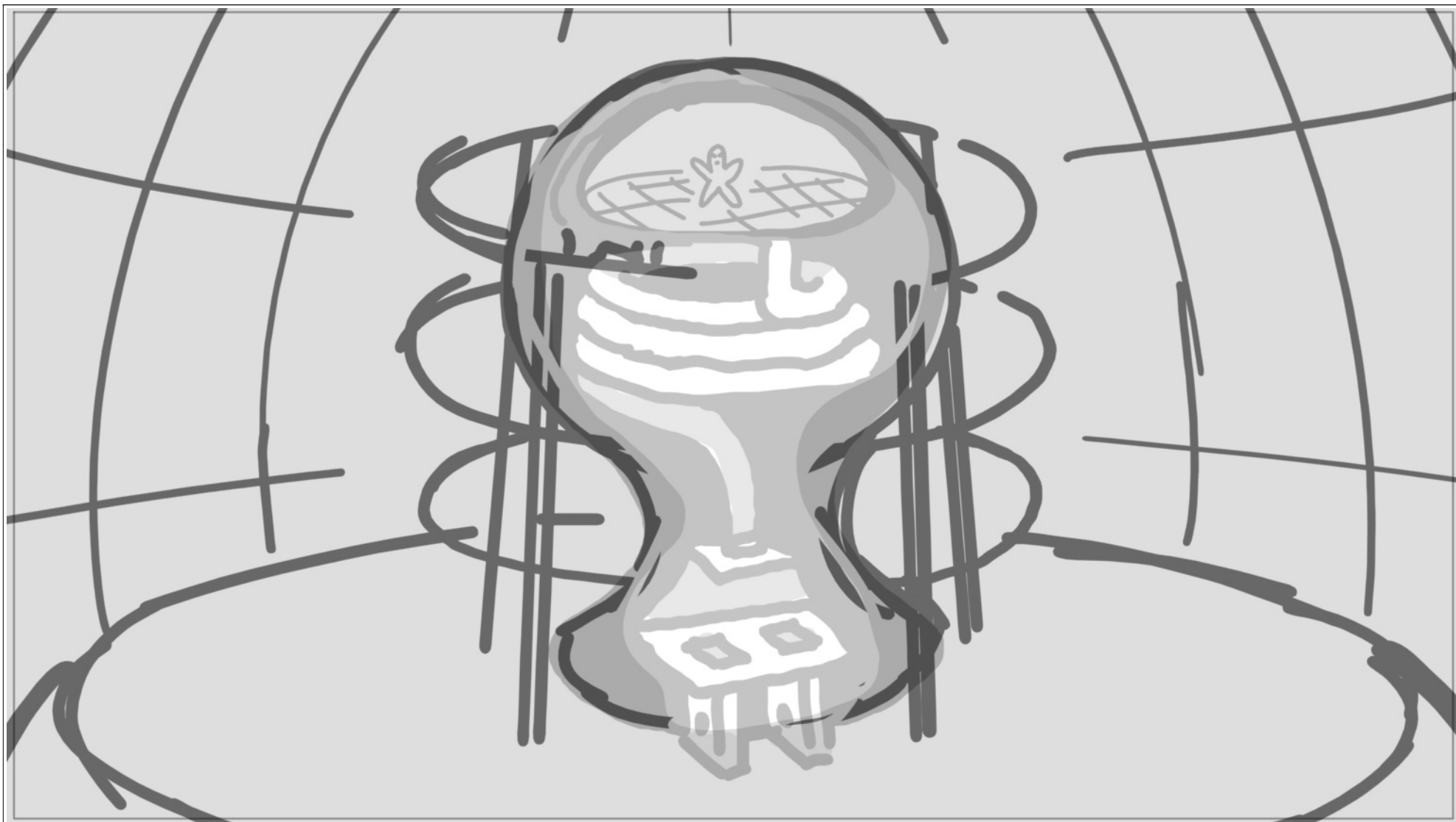
Scene	Duration	Panel	Duration
39	10:00	1	01:00



Dialog

BMO: [v/o] if we remove the plug it before it is powered up it will stop.

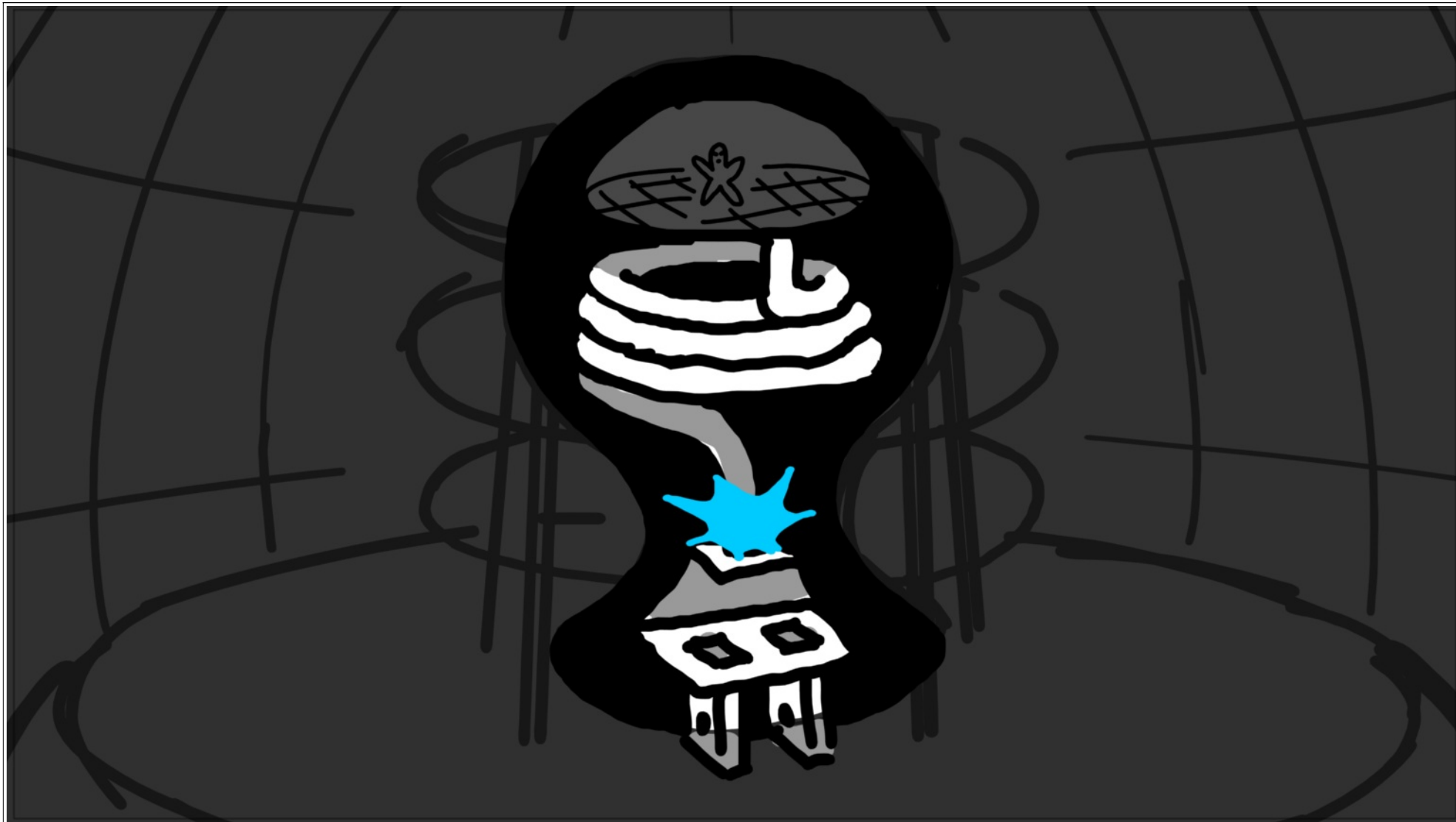
Scene	Duration	Panel	Duration
39	10:00	2	01:00



### Dialog

BMO: [v/o] if we remove the plug it before it is powered up it will stop.

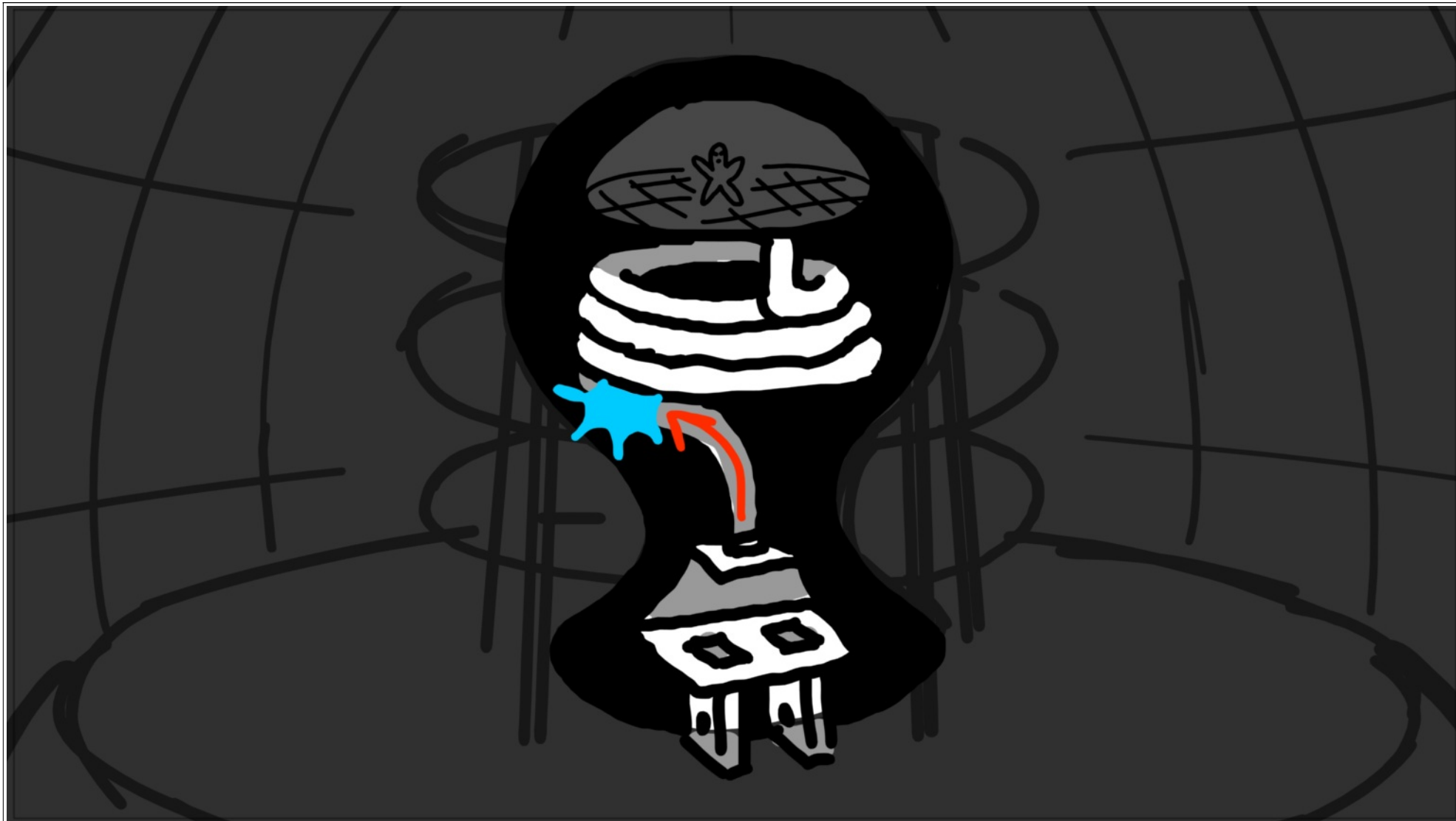
Scene	Duration	Panel	Duration
39	10:00	3	01:00



Dialog

BMO: [v/o] if we remove the plug it before it is powered up it will stop.

Scene	Duration	Panel	Duration
39	10:00	4	01:00



Dialog

BMO: [v/o] if we remove the plug it before it is powered up it will stop.

Scene	Duration	Panel	Duration
39	10:00	5	01:00



Dialog

BMO: [v/o] if we remove the plug it before it is powered up it will stop.

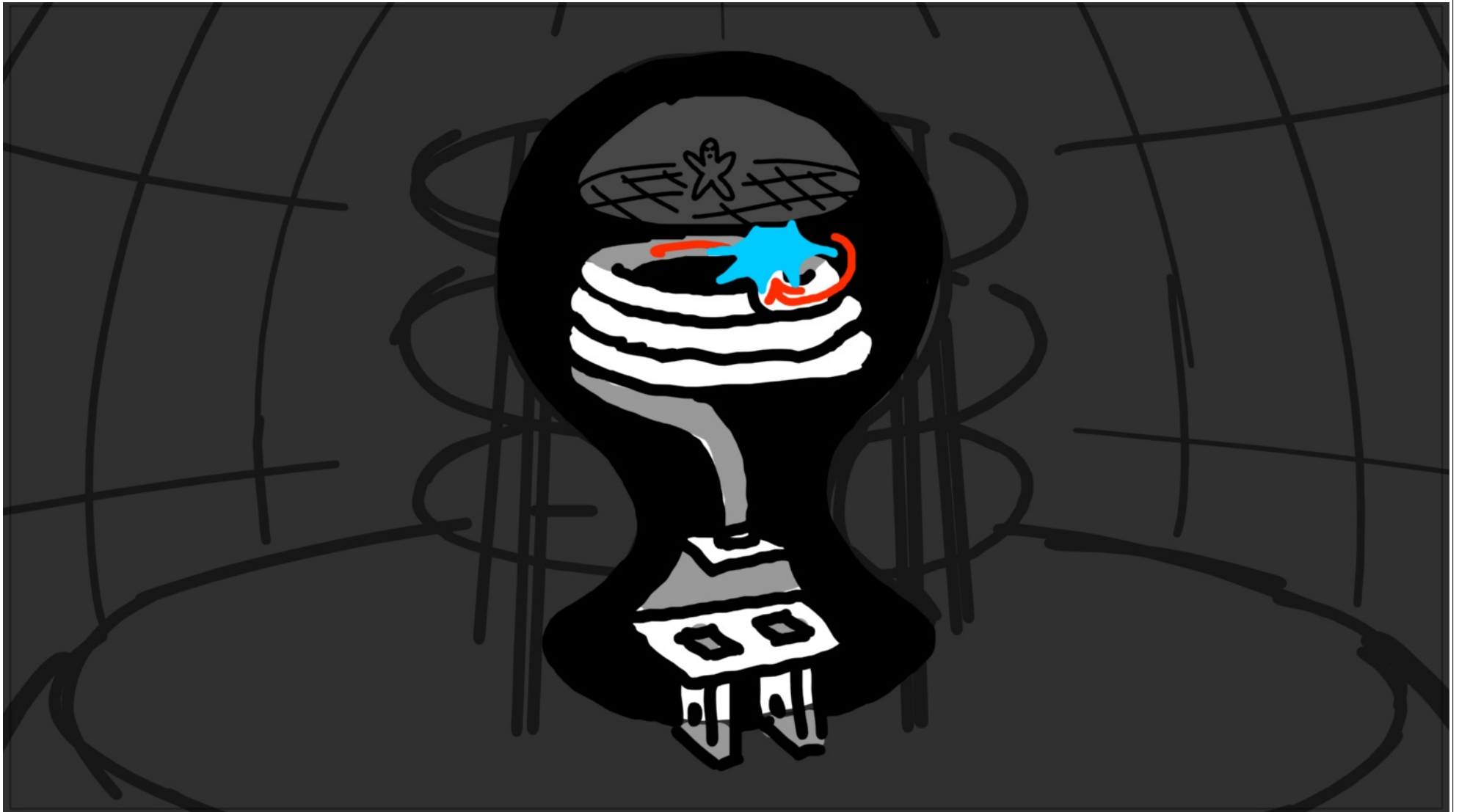
Scene	Duration	Panel	Duration
39	10:00	6	01:00



Dialog

BMO: [v/o] if we remove the plug it before it is powered up it will stop.

Scene	Duration	Panel	Duration
39	10:00	7	01:00



Dialog

BMO: [v/o] if we remove the plug it before it is powered up it will stop.



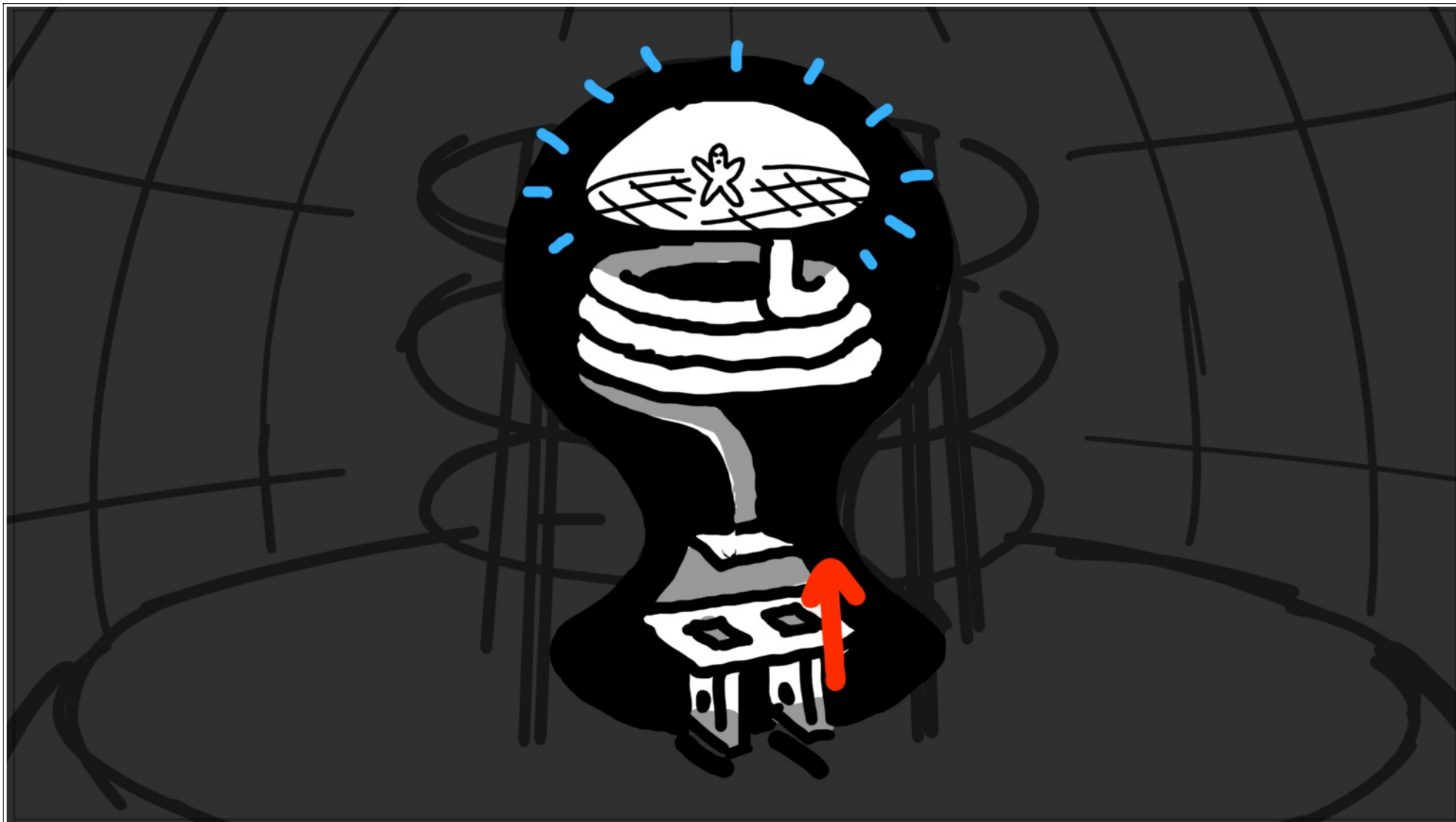
Scene	Duration	Panel	Duration
39	10:00	8	01:00



Dialog

sfx: [ding!]

Scene	Duration	Panel	Duration
39	10:00	9	01:00



Dialog

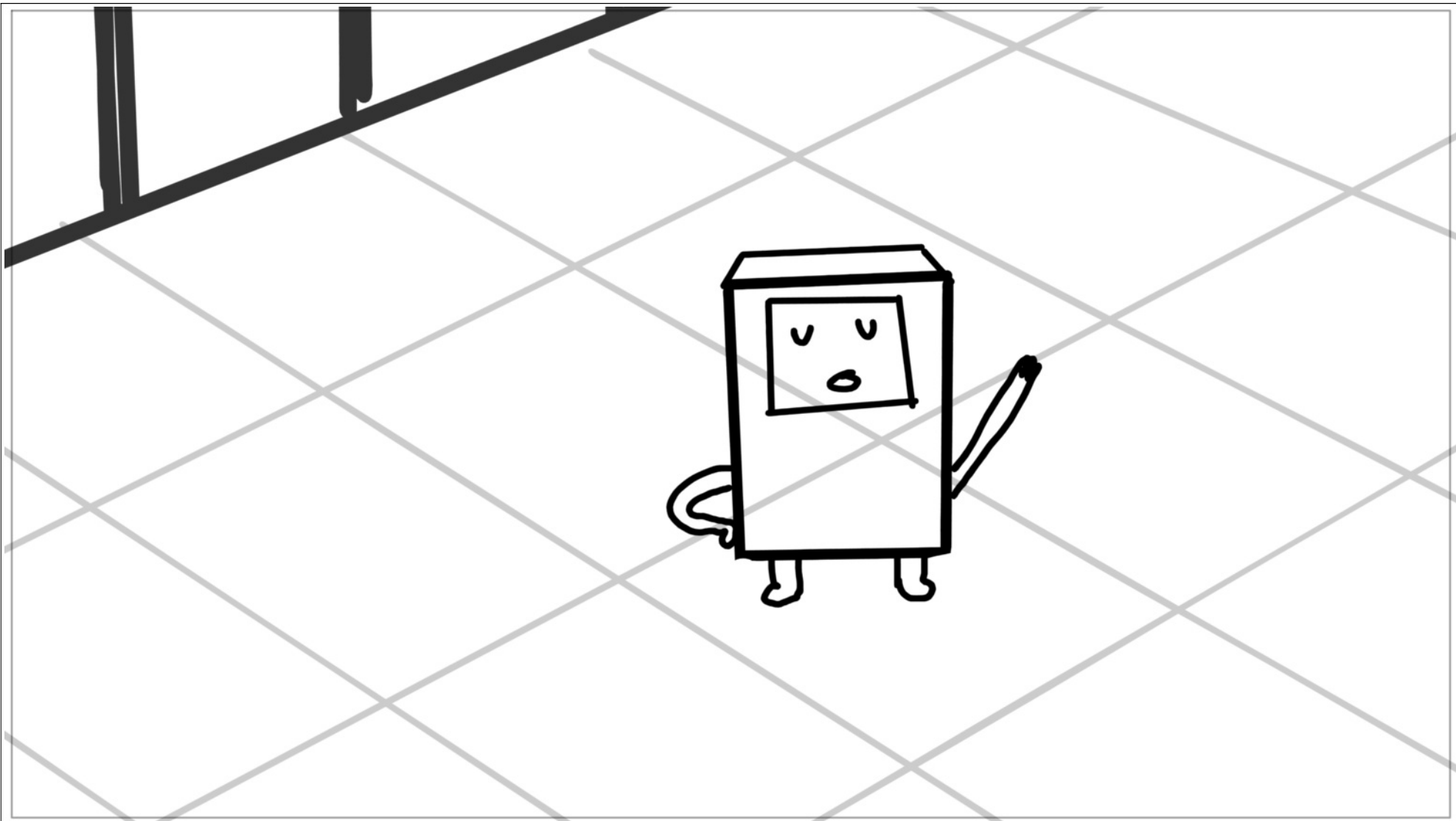
sfx: [pop!]

Scene	Duration	Panel	Duration
39	10:00	10	01:00



Dialog  
sfx: [power down]

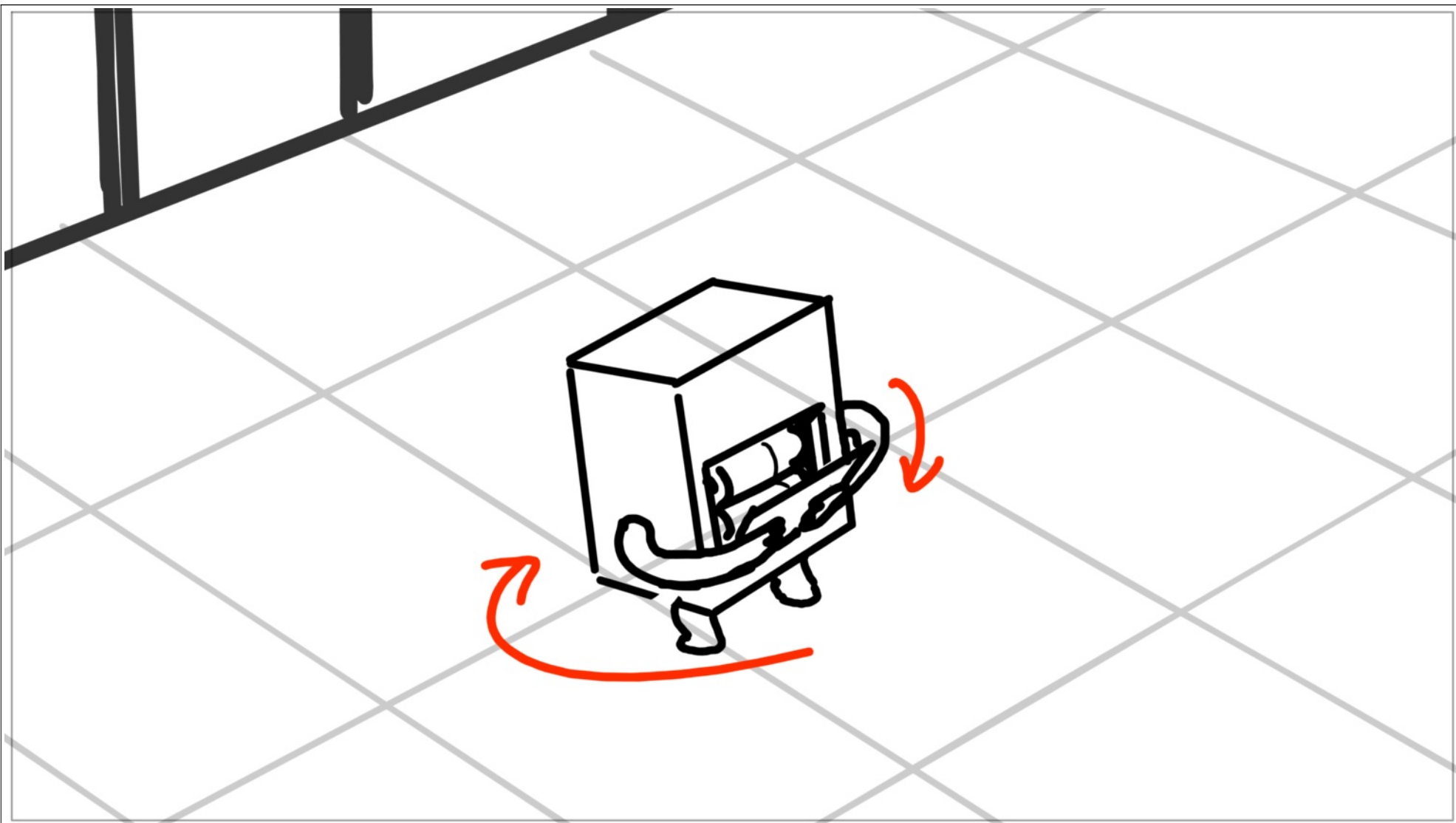
Scene	Duration	Panel	Duration
40	03:00	1	01:00



Dialog

BMO: that's what you learn in kindergarten.

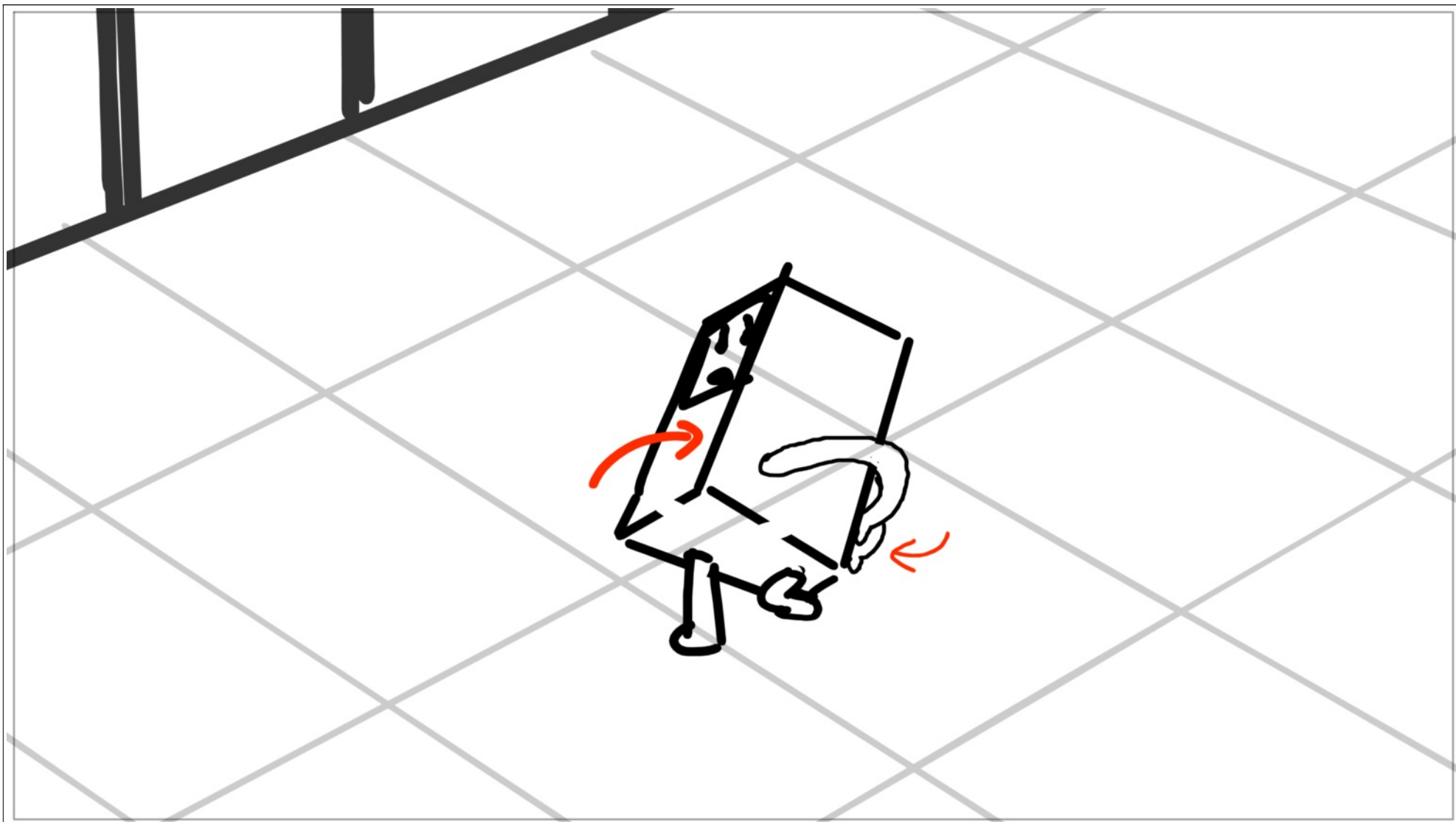
Scene	Duration	Panel	Duration
40	03:00	2	01:00



Dialog

BMO: it might be in the pod's butt.

Scene	Duration	Panel	Duration
40	03:00	3	01:00



Dialog  
BMO: like mine is.

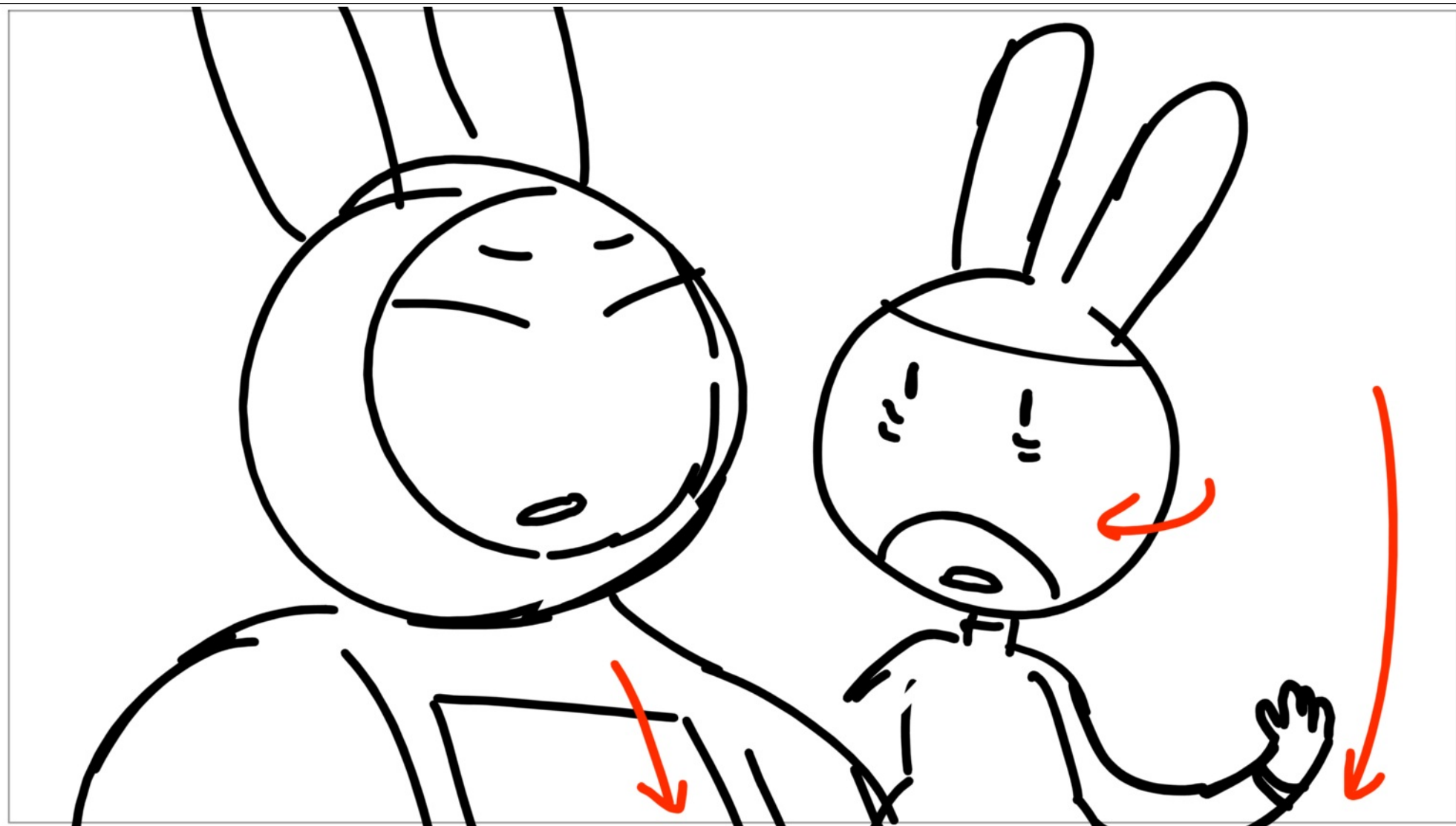
Scene	Duration	Panel	Duration
41	03:00	1	01:00



Dialog  
KS-2: actually..

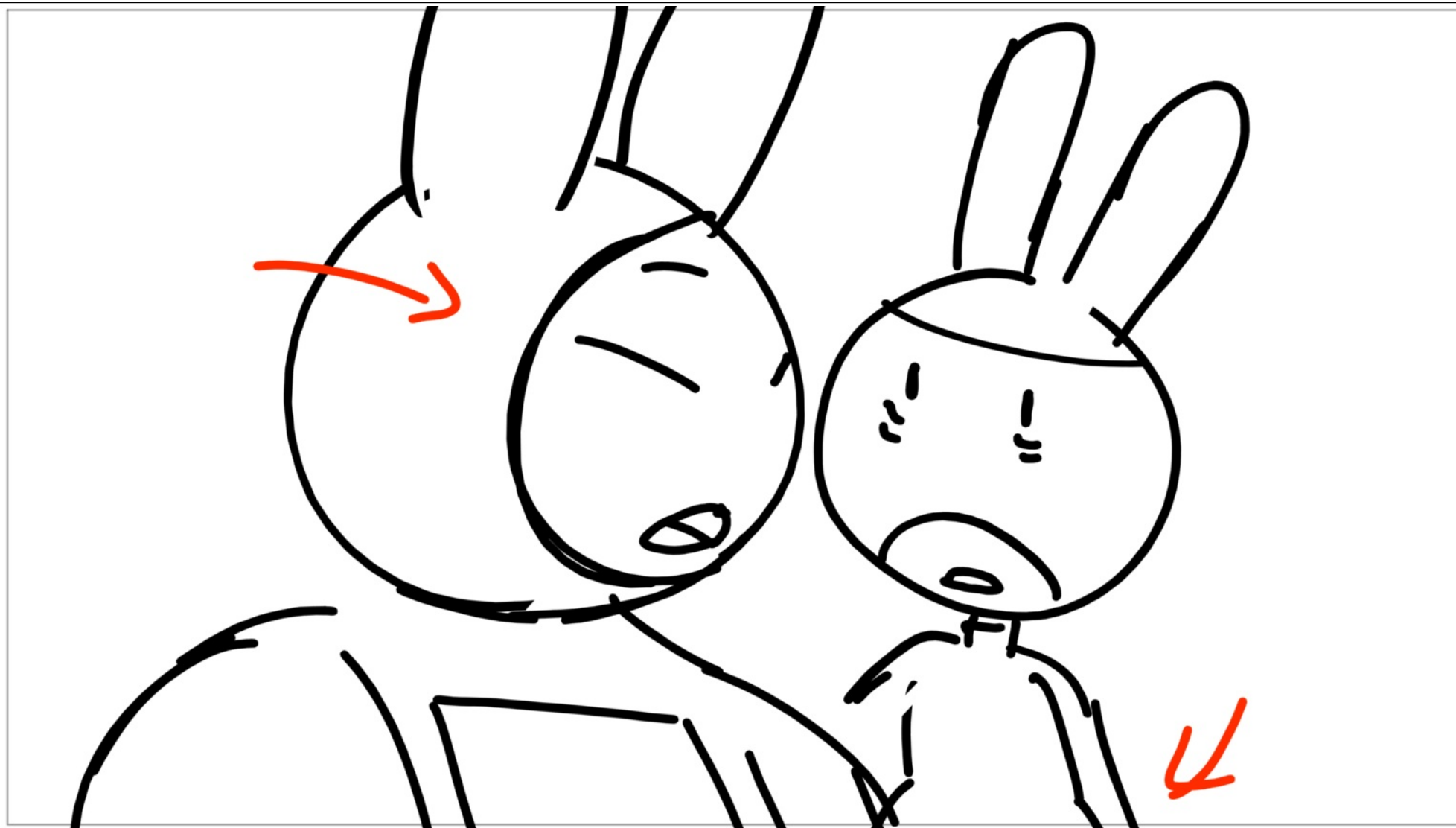


Scene	Duration	Panel	Duration
41	03:00	2	01:00



Dialog  
KS-2: the robot is right.

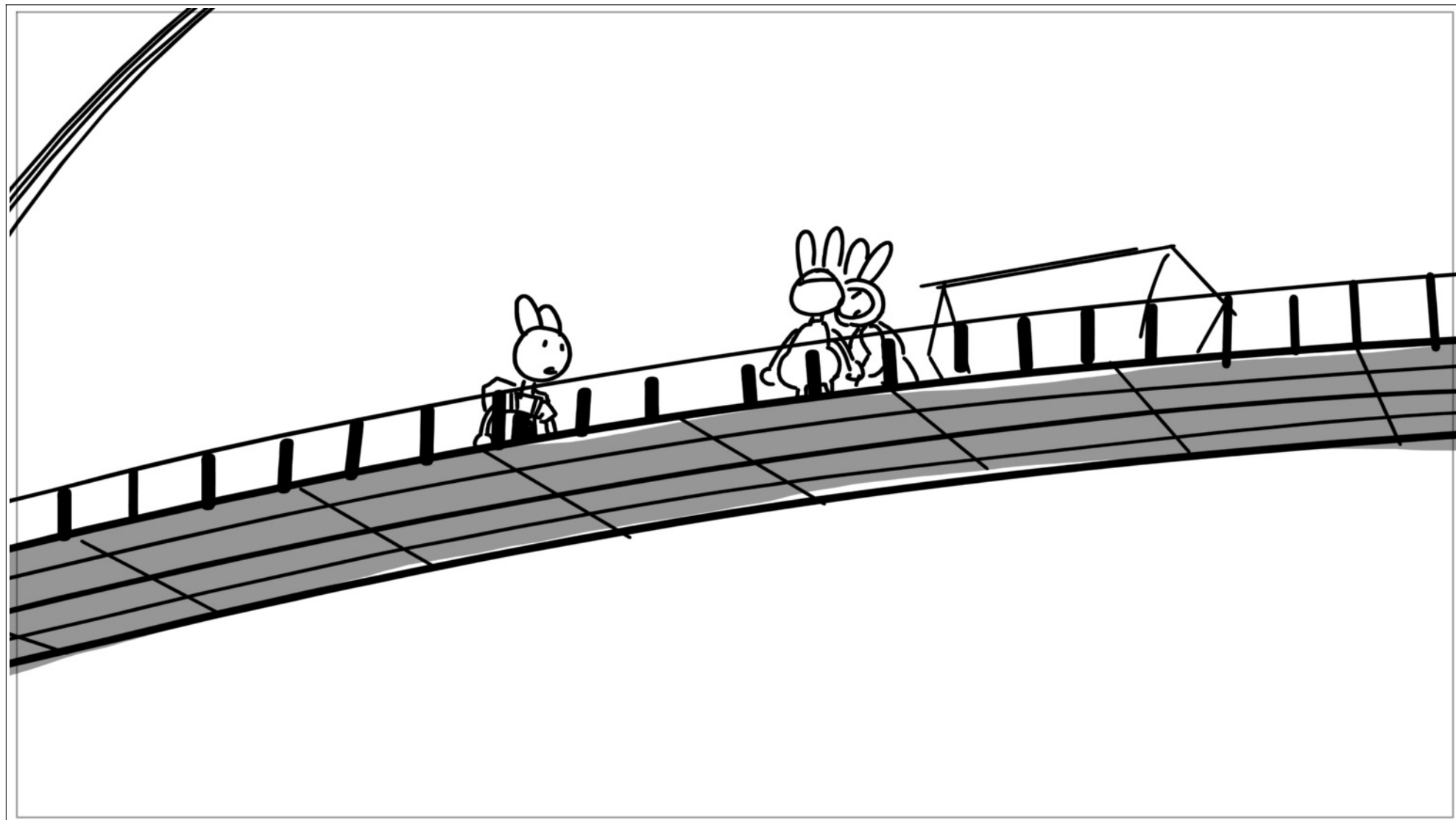
Scene	Duration	Panel	Duration
41	03:00	3	01:00



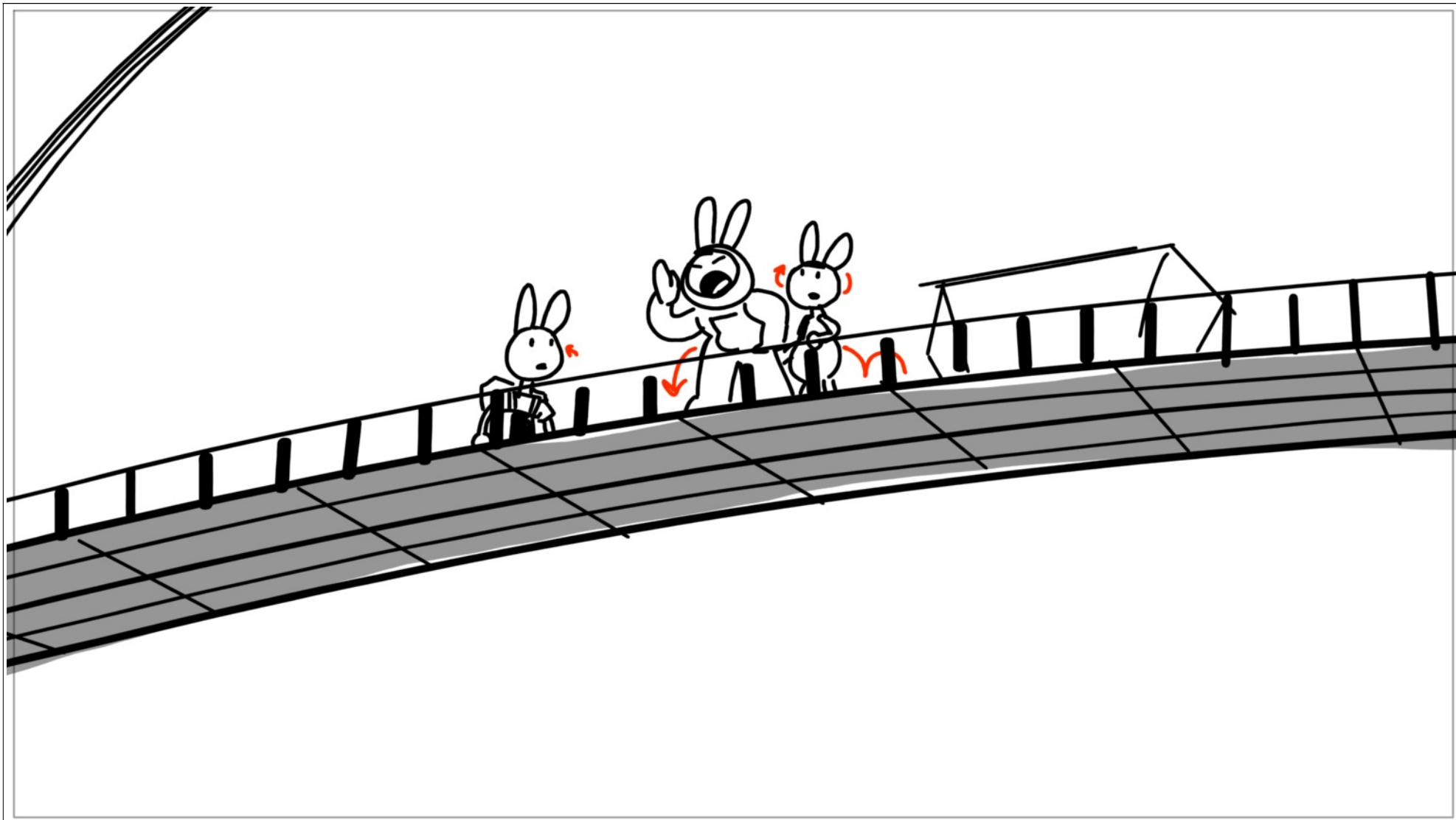
Dialog

KS-2: the only way we can stop the u-pod from draining all the juice from the Drift is to eject it.

Scene	Duration	Panel	Duration
44	02:00	1	01:00



Scene	Duration	Panel	Duration
44	02:00	2	01:00



Dialog

KS-2: (turns to the crowd) everyone, we're gonna need a lot of muscle, and fast!

Scene	Duration	Panel	Duration
45	01:00	1	01:00



Dialog  
farmer: I got muscle.